

OFFICIAL TEKKEN™

FIGHTER'S GUIDE

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OFFICIAL TEKKENTM FIGHTER'S GUIDE

by Ben Cureton
& Dan Mueller

鉄拳





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THE OFFICIAL TEKKEN™ FIGHTER'S GUIDE

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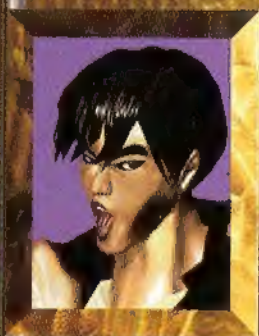
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ABOUT THE AUTHORS

BEN CURETON

A fighting game pro, Ben Cureton has mastered almost every fighting game known to the human race. After spending years playing the Street Fighter II and Virtua Fighter series, he was looking for something new. Newer fighting games arrived and, with the exception of Weapon Lord and Mortal Kombat, nothing sparked his interest... until Tekken. When Tekken was first released in Japan, Ben was instantly hooked. Ben dropped everything and began to play. Now, he's one of the greatest Tekken players of all time. With other video game interests including Ridge Racer, RPGs, Shooters, and Tetris Battle Gaiden, Ben pulled out all the stops to help bring you one of the greatest strategy books ever! Now currently playing Tekken 2, he will never stop playing video games. (Unless he runs outta dough!)

DAN MUELLER

Dan Mueller's fighting game prowess comes as no surprise—he's been playing since the Karate Champ and Ye-ar Kung-Fu days. Always attracted to the weird characters of every fighting game he has ever played, Dan has made it an art to destroy people with unconventional scrappers. He has been known to play a mean Bane, Blanka, and Kung Lao as well. Now playing Ganryu and Kuma, he has no problem squashing people who choose to fight with the "regulars." With other video game interests including Weapon Lord, Ridge Racer, Mortal Kombat, Tetris Battle Gaiden, and Tekken 2, Dan stayed up many nights researching Tekken in order to make sure a great strategy book was constructed. Now deep into Tekken 2, Dan might never leave the arcade!





SPECIAL THANKS

First and foremost, Ben and Dan would like to thank Namco and Namco of Japan for providing the video game community with such a great fighting game. Not often has a company's first attempt at entering the fighting game arena been so prolific. If it hadn't been for the Tekken series, we would still be waiting for SFIII.

Dan and Ben would also like to thank BradyGames Publishing and their entire staff for dedicating their efforts to making quality strategy books. Thanks to BradyGames, gamers everywhere have access to the best fighting strategy around.

Ben Cureton would like to give special thanks to:

Mom Doyle, Alan and Vicci Mueller (for the space and for putting up with Dan and me), Dan Mueller (for making sure we made a great book), "The Feesh," all the people I've played against: Daryl and Duane Beadles, Delano Williams, James Parker, Steve, Chris, Brandon, Ped, Alex, and Jessi H, also, BradyGames Publishing, Debra McBride and the BradyGames Staff, Namco and Namco of Japan, David Gracia, Chris Nicolella, Mike Weigand, and the rest of the people that helped make this book a reality.

Dan Mueller would like to give special thanks to:

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KING OF THE IRON FIST!



For those who have been waiting for the ultimate Tekken strategy book, your wait is finally over. In this book, you'll find everything you need to know to become one of the Elite Tekken Masters—who are virtually unbeatable. For the select few who have the desire to join these ranks, your training begins and ends within these pages. Written by two fighting game masters, nothing has been overlooked. Months of research and months of gameplay have all been plowed through just to arm you with raw Tekken power! Read and you may become ... "The King of the Iron Fist."

TEKKEN CHARACTERS

MAIN FIGHTERS

Kazuya Mishima
Paul Phoenix
Marshall Law
Nina Williams
Jack
King
Yoshimitsu
Michelle Chang

The main characters are always selectable in either mode. There are 8 selectable characters to choose from, and each of them has a different ending. You'll probably find one or two characters who you like to play more than others. Once you've mastered your favorite character's moves, try a new fighter—or look for the sub-boss most like your character.

SUB-BOSSES

Lee
Kuma
Wang
Anna Williams

P. Jack
Armor King
Ganryu
Kunimitsu





The sub-bosses can be played when you defeat the game by selecting one character and playing to the end. Once you pick a character, you can't switch to another one.

The best and easiest way to get a sub-boss is to go into the Options menu and select the Easy difficulty setting. Then, select 1-round bouts. Once you finish the game, you'll be able to select that character's sub-boss in either single or vs.-player mode.

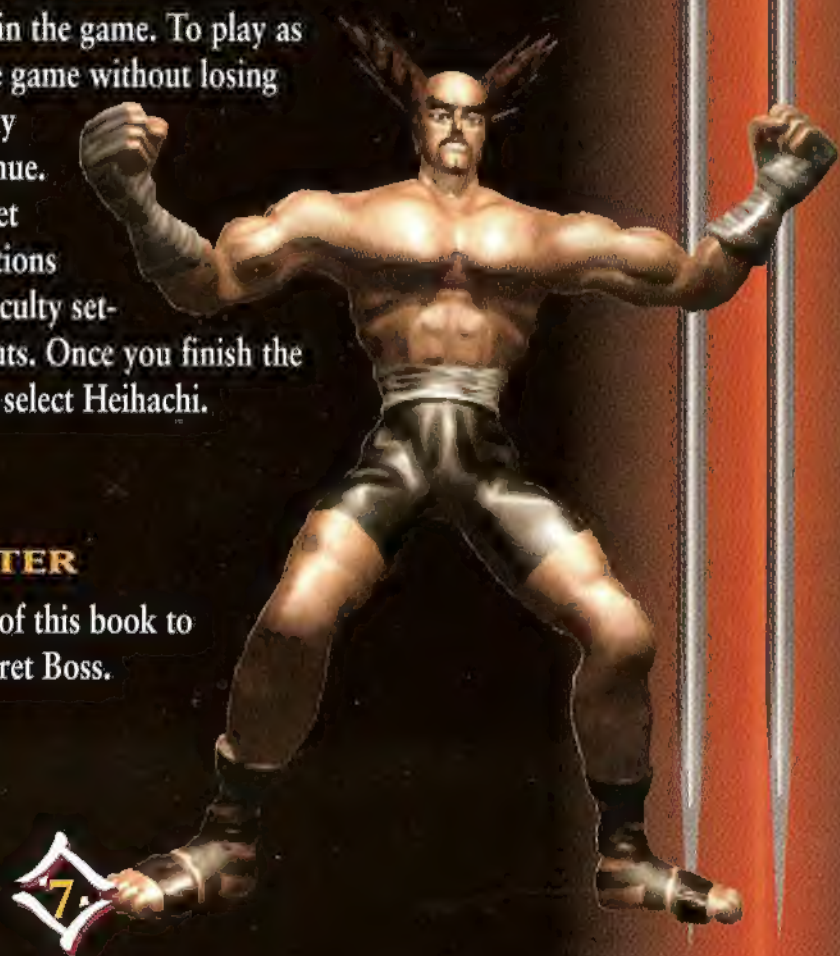
FINAL BOSS

Heihachi

Heihachi is the final obstacle in the game. To play as Heihachi, you must defeat the game without losing once. You can do this with any character, but you can't continue. The best and easiest way to get Heihachi is to go into the Options menu and select the Easy difficulty setting. Then, select 1-round bouts. Once you finish the game without losing, you can select Heihachi.

SECRET CHARACTER

Check out the Secrets section of this book to find out how to access the secret Boss.



USING THIS BOOK

This section explains the meanings of all the abbreviations and symbols used throughout this book. The general fighting tactics that are common to multiple characters are also discussed.

Reminder: All moves are written assuming that the character is facing to the right. When facing to the left, simply mirror left and right commands.

TERMS & SYMBOLS

LP

Left Punch

RP

Right Punch

LK

Left Kick

RK

Right Kick

→

Tap the Direction key in that direction.

➡

Hold the Direction key in that direction.

P

Pause for a split second between movements and/or button presses. NOTE: This doesn't mean pressing the start button to pause.

,

Links movements and/or button presses made in succession.

+

Links movements and/or button presses made simultaneously.

Special Moves

Movements or attacks unique to a particular fighter.

Variations

Interesting variant moves or attacks derived from a Special Move.



Throws and Grabs

Brutal attacks performed while standing close to an opponent. These maneuvers cannot be blocked, but ducking into the crouched position is one method of avoiding them.

Continuations

Painful "add-on" moves that some characters perform during a particular Throw or Grab. These maneuvers must be performed after the player (you) executes the original Throw or Grab, but before the character finishes performing the original Throw or Grab.

XX% Damage

The percentage of the entire health meter that is eliminated by a specific attack. Some attacks that hit more than once will inflict varying degrees of damage.

FIGHTING BASICS

Block



Retreat



Short Dash



Running

→ → →

(Will Tackle Opponent Upon Contact)

Dive

LP + RP

(While Running)

Slide Kick

RK

(While Running)

Leaping Side Kick

LK

(While Running)

Note: Some characters cannot perform certain dashing attacks.

Ground Hits

A crushing blow to a fallen opponent

Quick

↑ RP

Long

↑ RP

Recovery

A fighter's method for getting up from the ground. Perform these moves while lying on the ground. Master the recoveries soon, and use them generously.

Stand

↑ or ↓ or LP or RP

(Tap Repeatedly To Get Up Quick)

Roundhouse

LK or RK

Forward Roll

→ (Can Be Followed With Either Kick)

Backward Roll

← (Can Be Followed With Either Kick)

Spring Kick

← LK + RK

Rolling Dive

→ → LP + RP

Reverse Dive

← → LP + RP

Rising Attacks

A Rising Attack is performed while the character is rising from the crouched position—but before they stand fully. Once mastered, Rising Attacks are quick and deadly.

Combo

A chain of attacks linked together, allowing a fighter to inflict major damage with multiple hits. Some combos will seem to “juggle” the victim in the air—not allowing them to defend once the first hit connects.

10-Hit Combo

Almost every character in the game has a 10-Hit Combo. These combos take some practice, but mastering them will almost ensure victory. All 10-Hit Combos have pauses spread throughout them, which must be observed. Once you get the timing down, you'll be pulling off the 10-Hitter consistently.



GAME OPTIONS

TEST MODE

In Test Mode, you can customize your game to your liking, change your controller settings, save or load a game, toggle the game difficulty and time settings, and also view saved records and times.

OPTION MODE

DIFFICULTY

There are 5 difficulty settings to choose from: Easy, Medium, Hard, Very Hard, and Ultra Hard. The default setting is Medium. Tekken beginners should stick with Easy or Medium. Pros should go with the more difficult settings.

FIGHT COUNT

You can choose how many rounds you must win to be victorious. It can be set from 1 to 5 rounds. When set at 1, matches are over very quickly. To play against a friend, set it on 4 or 5 to be fair.

ROUND TIME

You can choose the time limit for each bout: 20 seconds, 30 seconds, 40 seconds, 50 seconds, 60 seconds, and unlimited time. When set to 20 seconds, you won't have much time to do anything. Unlimited time makes sure you win by power and skill—not by running out of time.





SPEAKER OUT

Select either Stereo or Mono depending on what is available with your television.

B.G.M. SELECT

Here, you can select the original Tekken Arcade music, the newly arranged music for PlayStation, or no music at all.

2P GAME WINS

You can choose the number of wins to be shown with Fruit or Numbers. If you select Fruit, strange shapes will appear instead of fruits after you win 8 matches.

CHARACTER CHANGE

This allows you to choose whether you can change characters if you lose in Arcade Mode and Continue.

KEY BINDING

Customize your PlayStation control pad for maximum game play.



RECORDS OPTIONS

TIME RECORD

View the fastest win times, the players' initials, and the characters they played.

2P GAME WINS

View the highest win records for each character played in Arcade Vs. Play Mode.

CHARACTERS

View the most selected characters and the percentage they have been chosen.

MEMORY CARD OPTIONS

CARD SAVE

Here, you can save your game settings, records, and all the special characters you have obtained.

CARD LOAD

If you didn't turn on your system with the memory card inserted, insert the card and select this option to load the card's data.

Kazuya is the eldest son of Heihachi Mishima. Powerful punches and lightning-fast kicks make Kazuya the fighter of choice for many Tekken master. Kazuya's juggle techniques can eliminate almost any opponent inside a few seconds. To become great with Kazuya, you must have the time and patience to learn each of his special moves and be able to use them at any time. One of the most aggressive characters in the game, Kazuya is almost unbeatable in the hands of a skilled Tekken player.

KAZUYA

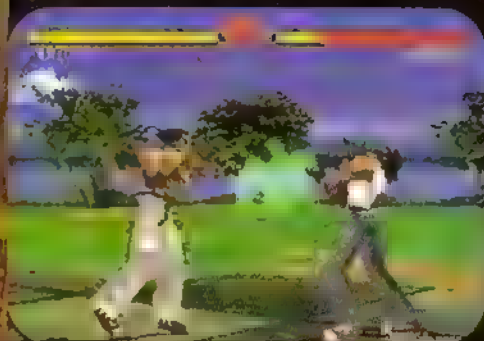
VITAL STATS

AGE:	26
HEIGHT:	180 CM
WEIGHT:	76 KG
BLOOD TYPE:	AB
FAVORITE THING:	HIS FATHER'S HATEFUL LOOKS
HOBBY:	DRINKING
CAREER:	WON THE 1ST PLACE IN THE 1ST AND 2ND KARATE TOURNAMENTS
FIGHTING STYLE:	MISHIMA STYLE KARATE

SPECIAL MOVES

LEFT RIGHT COMBO

LP, RP



Damage

8%

9%



RISING SUN

↗ RK, RK



Damage

20%

12%



THUNDER BREAKDOWN

↘ ↘ ↘ RP



Damage

24%



DRAGON UPPERCUT

↘ ↘ ↘ LP



Damage

40%

16





LEAPING SIDE KICK

→ → → LK

24

Damage



RIGHT SPINNING KICK

→ RK

24

Damage



DIVING KICK

Rise, RK, RK

16

20

Damage



RISE DRAGON KICK

LP, LP, RP

8

8

16

Damage

17



KAZUYA MISHIKAWA

FORWARD FLIP-KICK

↗ RK, LK (Very Quickly in Succession)

Damage

17



SPINNING BACKWARD

→ RP

Damage

9



DOWN SLASH

LP, RP, RP



Damage

8

9

20



DOUBLE UPPERCUT

↘ LP, RP



Damage

8

12



18



PUNCH TO GET AWAY

↗ RP + RK

20

Damage



DOUBLE SPIN KICK

→ ↓ ↘ RK, RK

13

9

Damage



LEFT SPIN KICK

→ → LK

20

Damage

19

KAZUYA MISHIMA

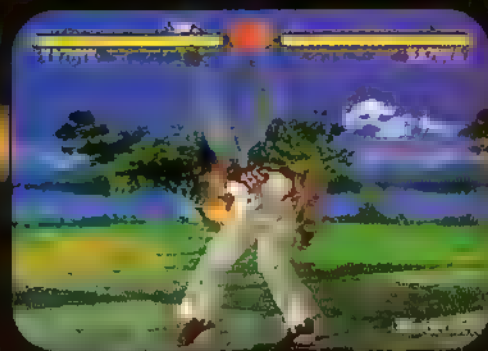
THROWS AND GRABS

(WHILE CLOSE)

The Throw

→ RP + RK

Damage 28



Head Butt

→ → LP + RP

Damage 28



Disarm (High Sweep)

LP + LK

Damage 32



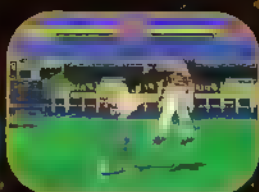
20

COMBOS

➤ LP, RP ➤ LP ➔ LK



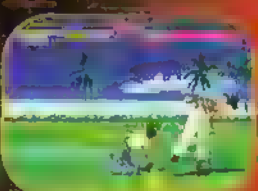
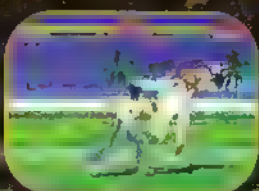
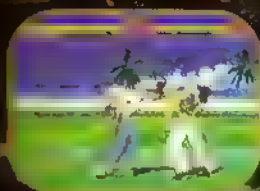
➤ RP, Walk In, LP, Walk In, LP ➔ ↓ ➤ RK



➔ ↓ ➤ RP, Walk In, LP ➔ ↓ ➤ RP ↑ RP ↗ RK, LK



➤ LP, RP, Walk In, ➤ LP, RP ➔ ↓ ➤ RP ↑ RP ↗ RK, LK



KAZUYA MISHIMA

10-HIT COMBO

THE 10-HIT COMBO



Kazuya's 10-String Combo is very useful for keeping an opponent blocking. When you randomly cut off the end of the 10-String, your opponent will usually still be blocking. This leaves you with another opportunity to throw them.

ADVANCED FIGHTING TECHNIQUES

The most useful move in Kazuya's arsenal is his Double Uppercut. This move is excellent because when it connects, it pops your opponent into the air and gives you the chance to inflict major damage with a huge juggle combo. When playing against someone that always attacks, simply back away. Then, when you sense an attack coming on, use the Double Uppercut to counter.

By using only the first part of Kazuya's Double Spin Kick, you can keep your opponent blocking, which will give you a chance to throw them. Always look for chances to catch your opponent with a quick Hip Throw or Double High Sweep.

A tricky way to get your opponent to walk into some damage is to simply crouch. When your opponent gets too close and tries to attack, just perform the Tsunami Kick, and they won't have time to back away.

With Kazuya, you can almost always keep your opponent at bay with the Rising Uppercut. If you stay out of their range of attack and quickly execute the Rising Uppercut when you see them advance, you'll pop them up into the air—unless they're extremely quick with a block—and set them up for a giant juggle combo.

PAUL



Paul Phoenix

Paul Phoenix

Paul Phoenix's
Hammer Punch,
combined with
his Heavy Power

Paul Phoenix
America
trouble
Paul Phoenix
Paul Phoenix

Paul Phoenix
Paul Phoenix
Paul Phoenix

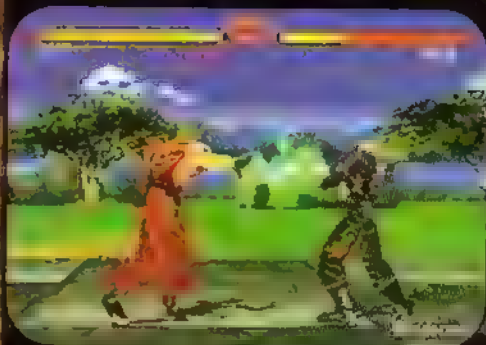
VITAL STATS

AGE:	25
HEIGHT:	187CM
WEIGHT:	81KG
BLOOD TYPE:	O
FAVORITE THING:	PIZZA
HOBBY:	PIZZA
CAREER:	STREET FIGHTER
FIGHTING STYLE:	JUDO

SPECIAL MOVES

LEFT-RIGHT-COMBO

LP, RP



Damage

8

9



SURE DDT

(↖ or ↗ or ↘) LK, RK



Damage

20

20



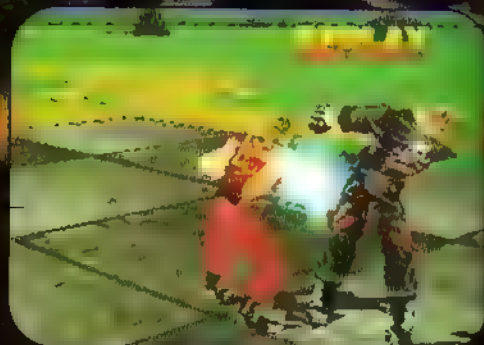
TRIP BREAKER

↓ ↘ ↗ RP

Damage

24

24



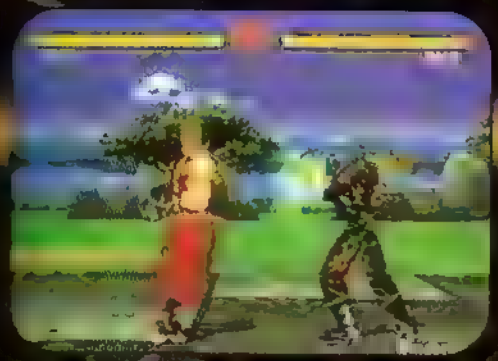


HEAVY POWER PUNCH

↓↘→ RP

40

Damage



JAB ROUNDHOUSE

RP, LK

9

24

Damage



JAB SWEEP

RP, ↓LK

9

13

Damage



25

PAUL PHOENIX

Back Kick

↓RK, RP



Damage

12

20



Front Scissors Kick

→→RK (Stuns)

Damage

16



Down Stun

↓RP

Damage

8



26



KICK

→ → LK

16%

Damage

VARIATIONS

→ → LK, RK

→ → LK, RK, RK

→ → LK, RK → RK

→ → LK, RK ↓ RK

DAMAGE

16% 12%

16% 12% 12%

16% 12% 12%

16% 12% 12%

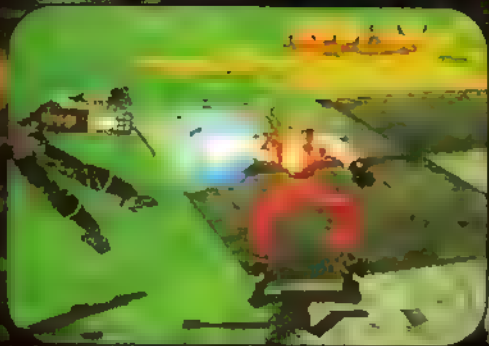


HAMMER PUNCH

↓ LP

12%

Damage



HAMMER PUNCH/POWER PUNCH

↓ LP, → RP

12%

24%

Damage



27%

THROWS AND GRABS (WHILE CLOSE)

SHOULDER POP

RP + RK

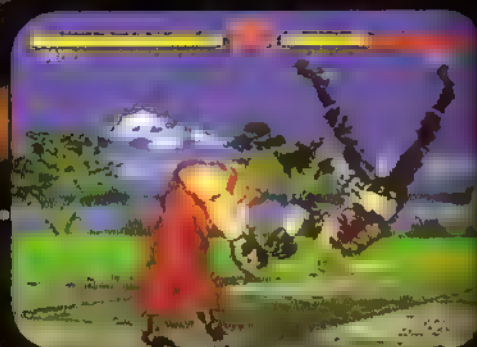
Damage 28



OVER THE SHOULDER

LP + LK

Damage 32



FOOT KICK

LP + LK ←

Damage 32



TRIP ATTEMPT

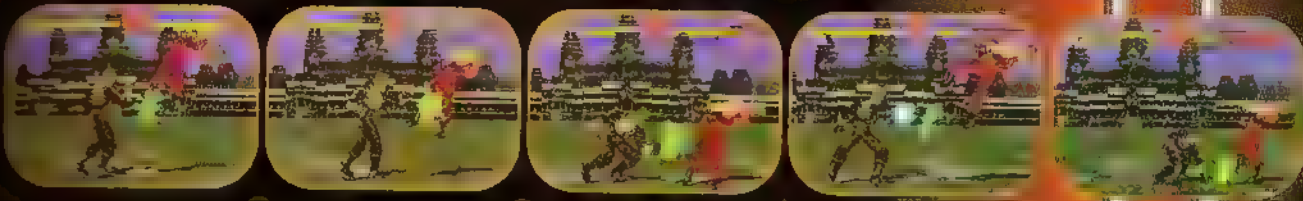
→ → LP + RP

Damage 28



COMBOS

➤ RP, Walk In, LP ↓ LP ➡ RP ↑ RP



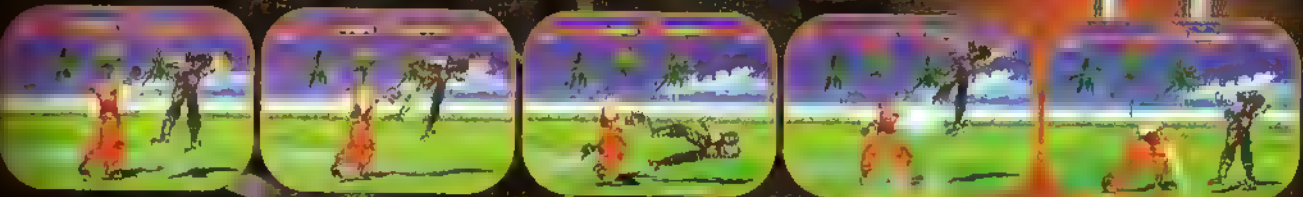
➤ RP, Walk In, LP, RP ↓ ➤ ➡ RP



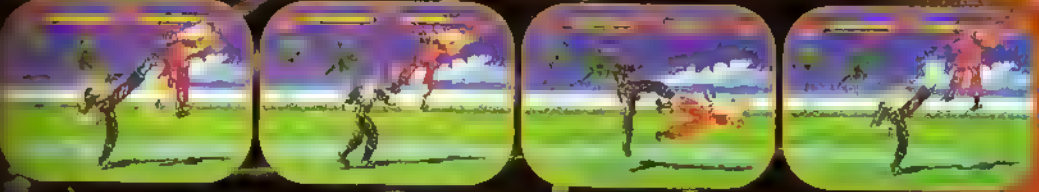
➡ ➡ LK, RK (Only Second Kick Should Hit) LP, RP ↓ ➤ ➡ RP



➤ RP ➤ LP, Walk In, ↓ RK, RP ➡ ➡ ↓ RP



➡ ➡ LK, RK (Only Second Kick Should Hit) ➤ LP ➡ ➡ LP, RK





The first 3 hits of Paul's 10-Hit Combo can be very helpful when you find yourself needing some space. As your opponent advances, quickly execute the first 3 hits, and you'll smack them with some fast, unblockable damage.

ADVANCED FIGHTING STRATEGIES

The most useful move in Paul's arsenal is his Hammer Punch. It has excellent range and great potential for combos. When used correctly, it can smash oncoming opponents and make them keep their distance. When you see your opponent advancing, quickly use the Hammer Punch/Power Punch attack to push them away. Here, they have only two choices: block and be pushed back, or lose 36% health.

Another good move is Paul's Front Scissors Kick. When used aggressively, you can force your opponent to constantly second guess which way they should block. After a Front Scissors Kick you can attempt a throw or attack low. Either way, your opponent can't always be right, and you will eventually strike where they're not blocking.

Paul's Hop Kicks are helpful when you find yourself away from your opponent. Not only do they bring you closer to your enemy, they can also set up a massive damage juggle combo. If only the second hit connects, your opponent will be popped into the air and be ready to receive a smashing Hammer Punch/Power Punch follow-up. Don't add on the third kick if the second one connects. If your opponent blocks both of the first hits, you can simply add on the third and place it high, medium, or low to confuse them further.





Lawrence Sanders: On

US: 00

00

LAW

VITAL STATS

AGE	25
RACE	White
WEIGHT	180 lbs
BLOOD TYPE	O+
EXPOSURE TIME	10 years
Hobby	Boxing
CAREER	Boxing Instructor
FIGHTING STYLE	Matsumoto

SPECIAL MOVES

Left Round Kick

LP, RP



Damage

8

4



Lunging Side Kick

↘LK

Damage

12



Slapping Side Kick

RK, LK, RK

Damage

16

9

9



Dragon Low Kick

↓LK

Damage

12



VARIATIONS

↓LK, LK

DAMAGE

12% 8%

↓LK, LK → LK

12% 8% 12%

↓LK, LK, LK

12% 5% 8%

↓LK, LK, LK → LK

12% 8% 8% 12%

↓LK LK, LK, LK

12% 8% 8% 8%



CATAPULT KICK

↓(↖ or ↑ or ↗) RK

24%

Damage

COMBINATIONS

↓(↖ or ↑ or ↗) RK

DAMAGE

24%

↓(↖ or ↑ or ↗) LK + RK

24%



RUSH JUDO

LP, LP, LP, LP, LP

8%

4%

4%

4%

4%

Damage



PUNCH/BACHMANN

RP, RP

9%

8%

Damage



MARSHALL LAW

RAW! Wall Combo

→ RP, RP, RP



Damage

9%

4%

4%



Slide Kick

↓↓↓↓LK

Damage

13%



Triple Heavy Kick

LK, LK, LK

Damage

20%

8%

8%



34



CRESCENT KICK

RK, ↑ LK

16 24

Damage



RUNNING SIDE KICK

→ → → LK

24

Damage



CHARGE POWER PUNCH

↙ LP + RP (↑ ↑ To Cancel)
(Unblockable)

48

Damage



THROWS AND GRABS

(WHILE CLOSE)

HEADLOCK PUNCH

RP + RK

Damage 24



RISE UP & DASH

LP + LK

Damage 28



KNUCKLE TIGHT

→ → LK + RK

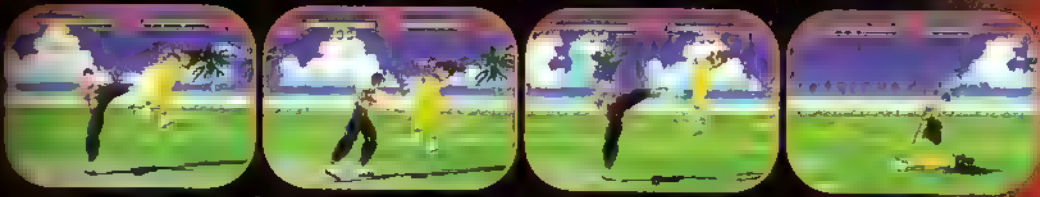
Damage 20



36

COMBOS

Counter, RK, LP, RK ↑ RP



↓ ↑ RK ↘ LP ↓ ↓ ↓ ↘ LK



↘ RP, Walk In, LP ↓ LK, LK ↑ RP



↘ RK, Walk In, LP ↑ RK ↓ ↓ ↓ ↘ LK



↘ RP, Walk In, ↘ LP ↑ RK ↓ LK



MARSHALL LAW

10-HIT COMBO



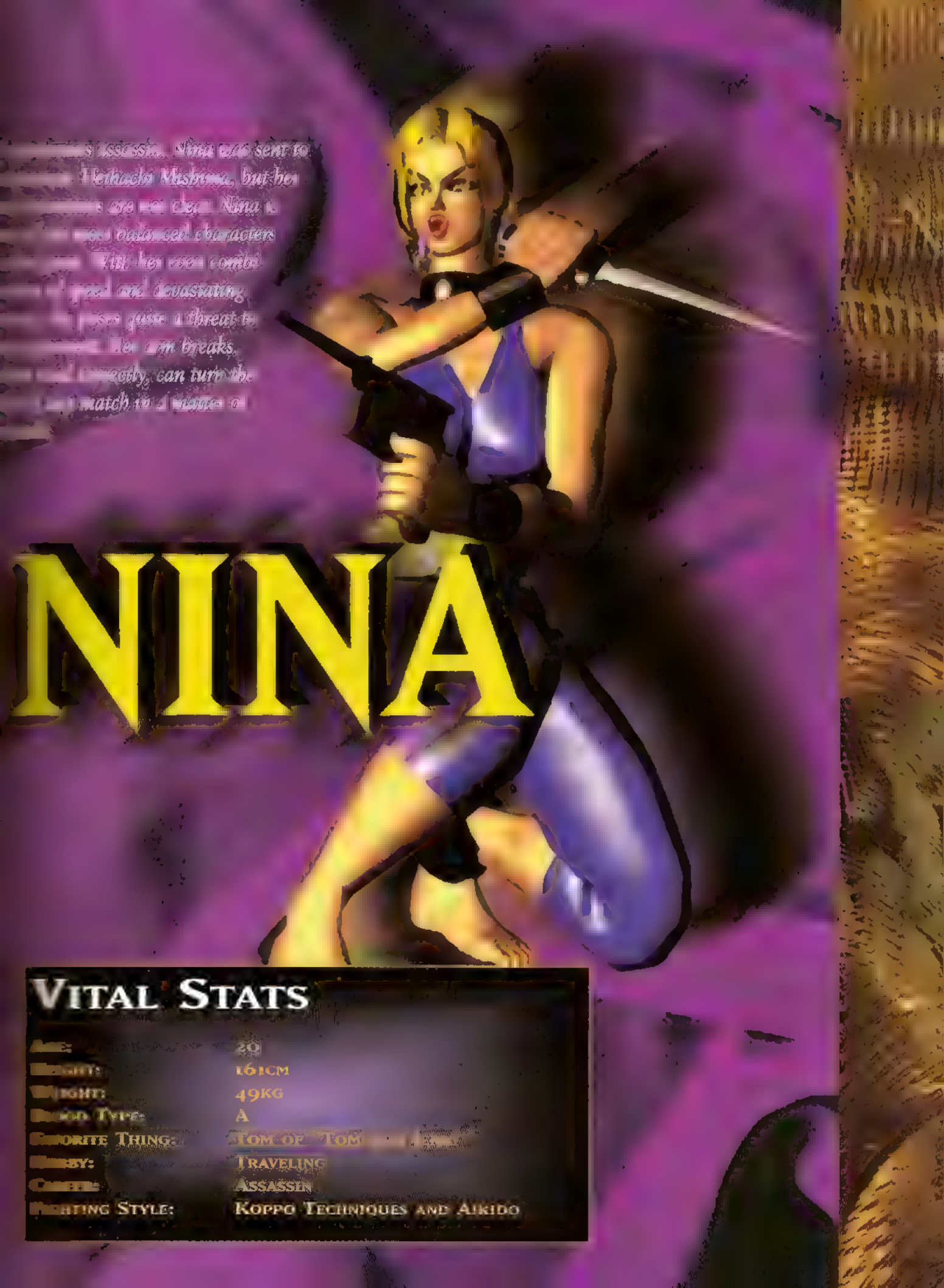
Law's 10-Hit Combo is a good way to get close to your opponent without running. When you perform the first 3-6 hits, they'll think twice before attempting to attack you. Then, you can sneak in with a surprise throw.

ADVANCED FIGHTING TECHNIQUES

Law's most useful move is his Triple Head Kick. If the first hit is unblocked and in close, the remaining two hits will connect for generous damage. The Triple Head Kick is great for countering an opponent's missed kicks and is a "must-learn" counter for any serious Law player.

Law's ability to quickly vary a Standing Jab and a Shaolin Spin Kick make it easy to catch an opponent while they are trying to attack. After a jab, your opponent will usually try to counter with an attack. By surprising them with a Shaolin Spin Kick, you can kick your opponent out of their attack and pop them into the air—leaving them susceptible to a crushing counter-combo.

Another great surprise move of Law's is his Catapult Kick. As you crouch, your opponent will usually attempt to move in. The Catapult will knock them into the air, and you will have the chance to inflict major damage.



...s assassin. Nina was sent to
Heihachi Mishima, but her
...are not clear. Nina is
...balanced characters
...her use combat
...and devastating
...just a threat to
...can break
...can turn the
...match in a matter of

NINA

VITAL STATS

Age:	20
Height:	161CM
Weight:	49KG
Blood Type:	A
Favorite Thing:	TOM OF TOM
Hobby:	TRAVELING
Career:	ASSASSIN
Fighting Style:	KOPPO TECHNIQUES AND AIKIDO

SPECIAL MOVES

Side Kick

↘ LK

Damage

8%

VARIATIONS

- ↘ LK, RP, LK
- ↘ LK, RP, RK
- ↘ LK, LP, RP
- ↘ LK, LK, LK, RK

DAMAGE

- 8% 8% 16%
- 8% 8% 12%
- 9% 9% 4%
- 8% 4% 6% 8%



Jab/Roundhouse

RP, RK



Damage

9%

12%

VARIATIONS

- RP, LK
- RP ↘ LK

DAMAGE

- 8% 16%
- 9% 17%



Left Roundhouse

LP, RP



Damage

4%

4%



VARIATIONS

- LP, RP, RK
- LP, RP, LK

- 4% 4% 12%
- 4% 4% 16%





UNDERCUT/JAB

↘ LP, RP

VARIATION

↘ LP, RP, LP, RP

8%

12%

Damage



SLASH DOWN

↗ RK, LK, RK

16%

8%

11%

Damage



JUMP KICK

→ → → LK

16%

Damage



BRING IT HERE KICK

(↖ or ↗ or ↘) LK

16%

Damage

41

ANZ

BRUSH OFF

→ → LP + RP

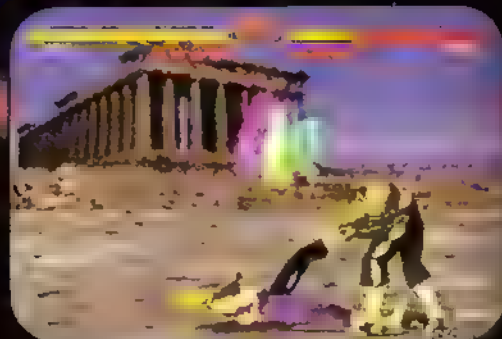
Damage 25



FORWARD FLIP KICK

→ → RK (Stuns)

Damage 20



CRASHED POWER PUNCH

↙ LP + RP (↑ ↑ To Cancel) (Unblockable)

Damage 64



THROWS AND GRABS

(WHILE CLOSE)



OVER THE BACK FLIP

RP + RK

28

Damage



ARM GRAB FLIP

LP + LK

28

Damage



SHRIMP SHAMU

Y Y LP

40

Damage

43

ANIME

JUMPING FLIP

LP + LK →

Damage 28



BACK HAND SLAP

↓↘→ LP + RP

Damage 9%



Back Hand Slap Continuations:

Arm Break Continuations:

ARM GRAB

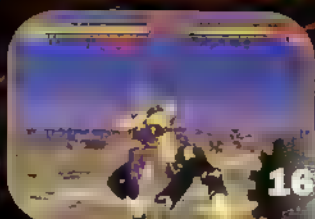
ARM BREAK

FALLING ARM
BREAK

DOUBLE ARM
BREAK



24



16



20



21

LK, RK, LK, LP + RP

LP, LK, RP, LP

RP, LP, LK, RK, LP + RP

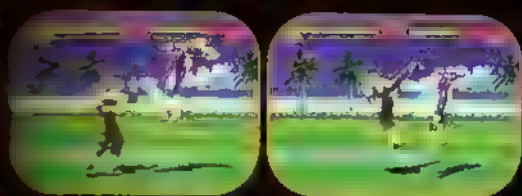
LK, LP, RK, LP +
RP, LP + RP

COMBOS

→ → LP + RP → → ↑ RP



→ RP → → ↗ LK



→ RP, LP ↗ RK



→ RP, LP, RK ↑ RP



→ RP, LP ↗ RK, LK, RK → → ↓ LK → → RK



ANZIN


10-HIT COMBO



The first 4 hits of Nina's 10-String are extremely useful for knocking down an opponent's health. This is a great advantage because, if the first hit connects, the remaining 3 are unblockable. Most of the other 10-Strings start off similarly, but Nina's is one of the few that starts off so quickly.

ADVANCED FIGHTING STRATEGIES

Nina's arm breaks are her greatest asset. Usually, you need to trick your opponent in order to grab them. To do this, quickly step back while your opponent is close to you, and then perform the Back Hand Slap. Once you connect with the Back Hand Slap, do the Double Arm Break because it inflicts the most damage. Don't, however, rely on your arm breaks too much or your opponent will wise up to your plans and begin to crouch and counter.

To knock down a close opponent, quickly tap  and press LK. This allows you to perform Nina's Forward Flip Kick for extra damage to the downed opponent. This can be used to stop a charging opponent almost every time.

An excellent way to knock down your opponent is to throw in a few random low attacks, and then surprise them with the Blonde Bomb. If your opponent is still blocking low, they will be smashed with a powerful hit that will send them reeling. Then, you can choose to roll them with a Forward Flip Kick, ground hit, or both!

JACK

Jack is a killing robot developed by the former Soviet Union's military. This high-tech android bruiser has one of the most damage-inflicting moves in the game. Despite his relatively slow speed, Jack can be dangerous when his tech weapons are used skillfully. Jack isn't usually played by the better Tekken players, but he possesses all the makings of an excellent character. Practice with Jack and reward you with quick and smash victories.

VITAL STATS

AGE:	1
HEIGHT:	6'10"
WEIGHT:	250 lbs
BLOOD TYPE:	A
FAVORITE THING:	His mechanical weapons
HOBBY:	Watching the news
CAREER:	Warrior
FIGHTING STYLE:	SHEER FORCE

SPECIAL MOVES

GET UP PUNCH

LP + RP
(When Knocked Down)

Damage

9%



MACHINE GUN BLAST

↙ LP, LP, LP

Damage

20%

20%

20%



VARIATION

DAMAGE

↙ LP, LP, LP ↘ RP

20% 20% 20% 32%

MEGATON BLAST

←↙↘→ RP

Damage

40%



JAB-ELBOW SLASH

RP, LP

Damage

9%

12%





JACK HAMMER

LP, LP, LP

14%

9%

14%

Damage



Overhead Strike

↓ LP + RP

20%

Damage



HAMMER

Rise, LP + RR

12%

Damage

VARIATION

Rise, LP + RP, LP + RP

DAMAGE

12% 24%

49

JACK

CRUISING TRIPLE UPPERCUT

↘ LP, RP, LP or ↘ RP, LP, RP

Damage

12%

9%

9%



CROSS CUT SAW

→ → LP + RP

Damage

28%

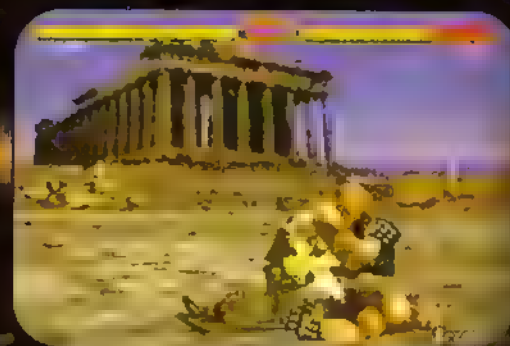


PANDORA PRESS

↗ LK + RK

Damage

20%



WINDMILL PUNCH

↓ → LP, RP, LP

Damage

9%

9%

9%

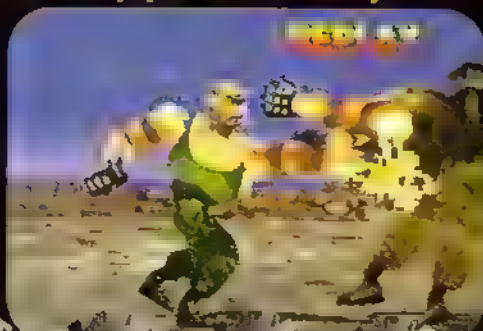


50



WIND UP PUNCH

↙↓↘→↗ (Can be wound up to 5 times) LP
(To Strike) (Unblockable)



16% 32% 48% 64% 100%

Damage



SIT DOWN

↓ LK + RK

No

Damage

VARIATIONS

LP, RP, LP, RP or RP, LP, RP, LP

→ LP, RP, LP, RP or → RP, LP, RP, LP

DAMAGE

8% 8% 8% 8%

8% 8% 8% 8%



UPPERCUT COMBO

↓ LP, LP, LP, RP, LP



9% 9% 9% 9% 9%

Damage



JACK

THROWS AND GRABS (WHILE CLOSE)

BODY SLAM

RP + RK

Damage 24



ROCK PUNCH

LP + LK

Damage 32



PILE DRIVER

↙ → LP + RP

Damage 52



BACK BREAKER

↓ ↙ ↘ RP

Damage 32



OVERHEAD STRIKE

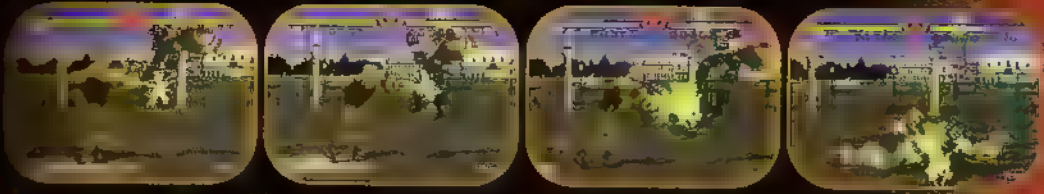
↓ ↘ → LP

Damage 20

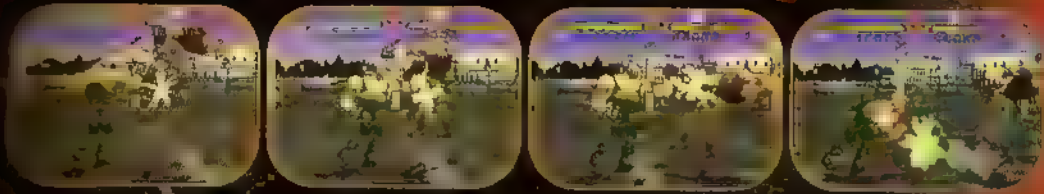


COMBOS

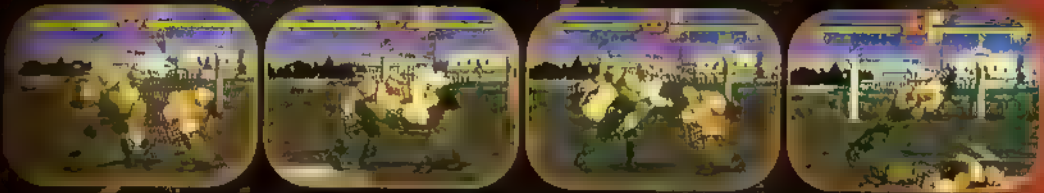
↘ LP → RP ↘ ↘ LP + RP ↘ ↘ ↘ LK + RK



↘ RP, Walk In, ↘ LP, Walk In, ↘ LP ↘ LP + RP

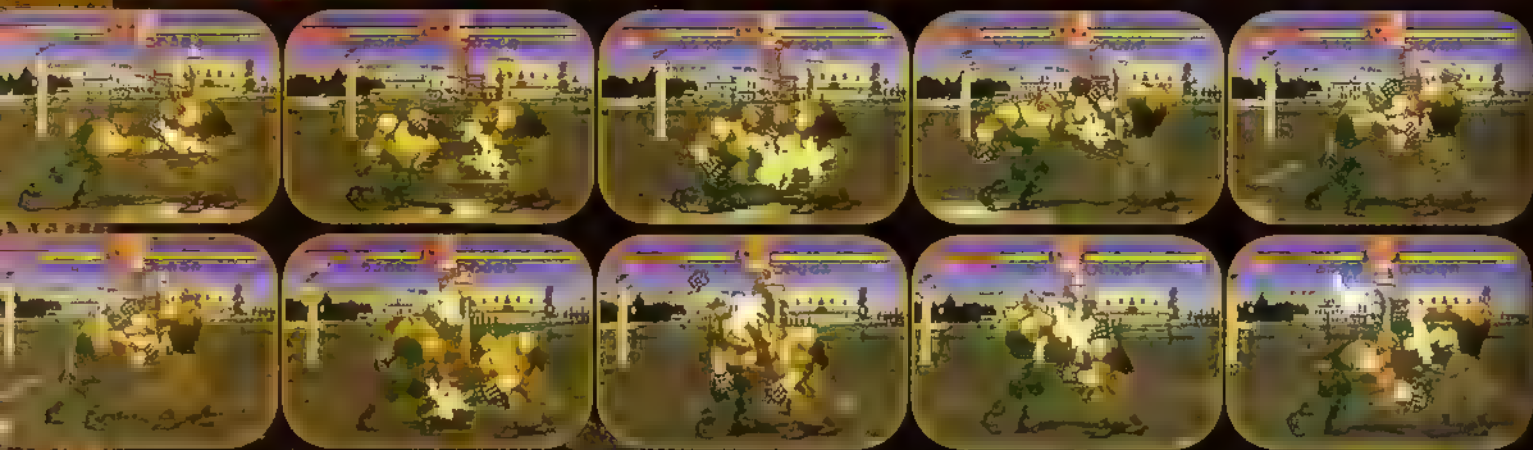


↓ → LP, RP, LP, LP + LK



10-HIT COMBO

LP, LP, P, LP, P, LP, RP, LP, RP, LP, LP, RP, LP, RP



Jack's 10-Hit Combo is perfect for keeping opponents on the defensive. If your opponent does not locate the one chance to break the combo, they'll be forced to block for the duration of the 10 hits.

ADVANCED FIGHTING STRATEGIES

The extended range and speed of the Overhead Smash provides Jack with a way to strike his rival from an extended distance. In many cases, you can use this move to bash a fallen opponent before they have a chance to get up.

Since Jack's Windmill Punch is a powerful series of blows that can knock his opponent to the floor, it can leave them open for a crushing Body Press. By throwing in some random Crouching Attacks, Jack can often trick an opponent into taking the Windmill Punch in the eye.

Because the Uppercut Combo is unblockable after the first hit connects, and because it delivers five blows, it's great for punishing a high-blocking opponent. In addition, it's tough to counter with basic moves. This forces your opponent to counter with special moves. If they miss, they're left wide open for a counterattack.

KING

Inside the fighting arena, King is an outstanding young man who cares for his fans. But, inside the fighting ring, King is a mysterious, masked wrestler. Probably the most powerful character in the game, a well-played King can defeat anyone. King has a slew of pounding throws as well as multiple stuns. In addition, some of King's basic arts can hit a downed opponent.

VITAL STATS

AGE:	10
HEIGHT:	190CM
WEIGHT:	85KG
BLOOD TYPE:	A
FAVORITE THING:	JAGUARS (THE FELINE VARIETY)
HOBBY:	FINDING HOMES FOR ORPHANS
CAREER:	UNKNOWN
FIGHTING STYLE:	PROFESSIONAL WRESTLING

SPECIAL MOVES

LEFT RIGHT COMBO

LP, RP



Damage

9%

9%



EXPLODER

→ → LK + RK (Stuns)

Damage

20%



VARIATION

DAMAGE

→ → → LK + RK

32% (Stuns)

KICKICK KICK

→ → RK

Damage

16%



CAPITAL PUNISHMENT

↗ LP + RP

Damage

28%



56%



STAGGER KICK

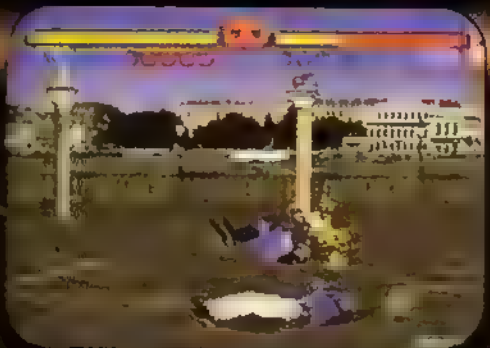
↘ RK, RK, RK

13

5

5

Damage



THROW DROIT

(↖ or ↗ or ↘) RP + RK

28

Damage



KICK BLOCK

→ → RP

16

Damage



RUSSIAN BALL

↘ LP (Stuns)

8

Damage



GROUND PUNCH

→ →, P, RP

8

Damage

57

UNIV

CROUCHING UPPERCUT

↓ → RP

Damage 16



HEAD FIRST LUNGE

→ → RP + LP

Damage 12



JUMPING KNEE DROP

↗ LK + RK

Damage 32



FRANKENSTEINER

↘ LK + RK (When Close)

Damage 28



JAIL UPPERCUT

RP, LP

Damage 20 24





JAB/UPPERCUT/FOREARM

→ RP, LP, LP

8%

8%

8%

Damage



VARIATION

DAMAGE

→ RP, LP, LP, RP

8% 8% 8% 8%



PUNCH TO MIDSECTION

→ RP

12%

Damage

THROWS AND GRABS (WHILE CLOSE)



SUPLEX

RP + RK

32%

Damage

59%

UNIVERSITY

HEAD-TO-KNEE BASH

LP + LK

Damage

24



FALLING HEADLOCK

↙↙ LP + RP

Damage

36



TOMBSTONE PILE DRIVER

↙→ LP + RP

Damage

52



PILE DRIVER

↓↘→ LP

Damage

20



SPINNING FUMOU

→↙↘↓↘→ LP

Damage

40



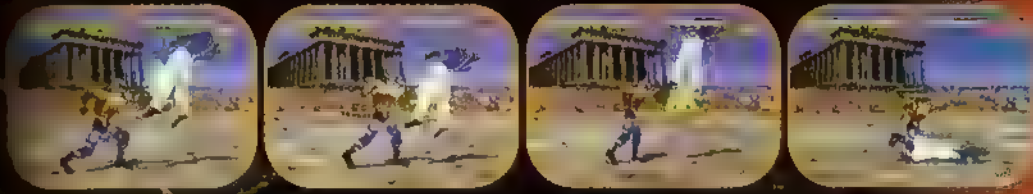
60

COMBOS

→ → RP, Walk In, LP → → RP → → P, RP



↓ → RP, Walk In, LP, RP, Walk In, ↗ LK + RK



↖ → LP + RP, Walk Away, ↗ LK + RK



→ → RP ↘ LP, Walk In, ↘ LK + RK



↓ → RP, ↘ RP, → → P, RP





King has one of the most impressive-looking 10-Hit Combos in the game. It's also hard to defend against, hard to counter, and downright deadly. The first 4 hits are often used to simply push an opponent back.

ADVANCED FIGHTING STRATEGIES

Throws are King's most powerful asset. With certain throws inflicting 40%–52% damage, King is a killer in close combat. A great tactic is to step away and then lunge in with your choice of throw. If you can pull it off, use the Tombstone Pile Driver because it's by far the deadliest.

King's Forearm Bash is used to stun your opponent, leaving them open for a free hit. Follow up the Forearm Bash with a K's Flicker, then a Frankensteiner, which will hit them on the ground.

Because most of King's attacks hit high, it's good to know that the Stagger Kick, one of his low attacks, can actually stun your opponent. Since this move can hit up to 5 times when countering, as well as stunning your opponent, adding a throw to the end can inflict real damage.



was
lost under
me. He's
his room
his long
and
by how. In
ality Samurai
be overlooked

YOSHIMITSU

VITAL STATS

AGE:	UNKNOWN
HEIGHT:	187CM
WEIGHT:	63KG
BLOOD TYPE:	O
FAVORITE THING:	Food
HOBBY:	Various types of Wrestling
CAREER:	LEADER OF THE MANJI GROUP
FIGHTING STYLE:	MANJI-STYLE JIUJITSU

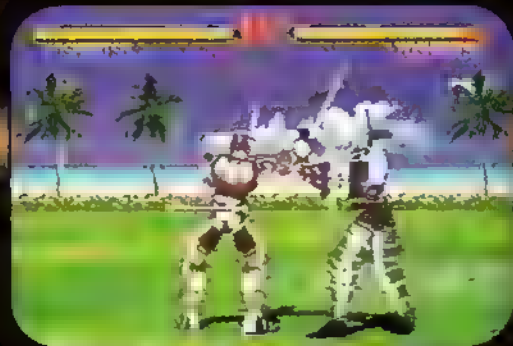
SPECIAL MOVES

POWER BACKSLAND

→ RP
(Turns Opponent Around)

Damage

9

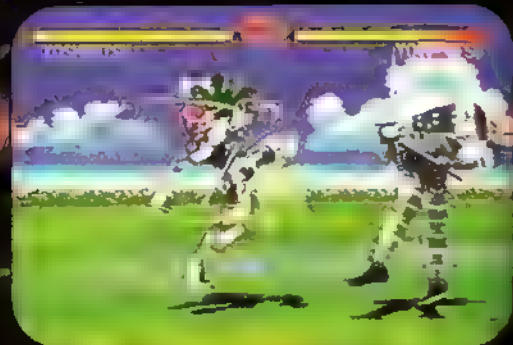


KNEE BASH

→ → RK

Damage

16

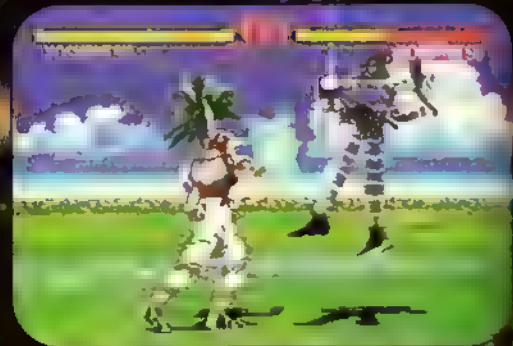


KIPPERKICK

↘ RP

Damage

12



SOLAR KICK

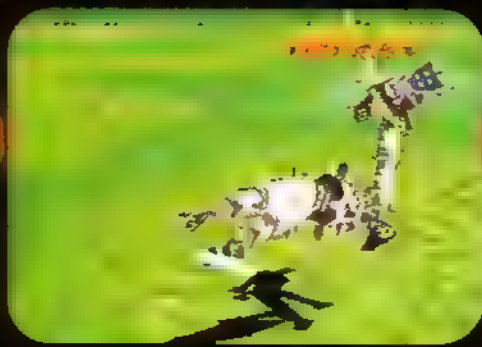
→ → LK → RK

Damage

32



'64



SHARK ATTACK

LP + RP
(During Solar Kick)

32

Damage

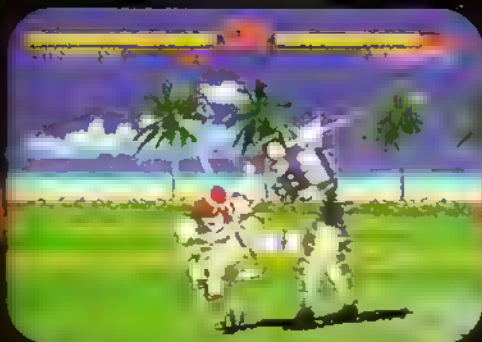


Strike First

← LP
(Up To 6 Times)

8%

Damage



Crouching Spin Kicks

↙ LK
(Up To 5 Times)

9%

5%

5%

4%

4%

Damage

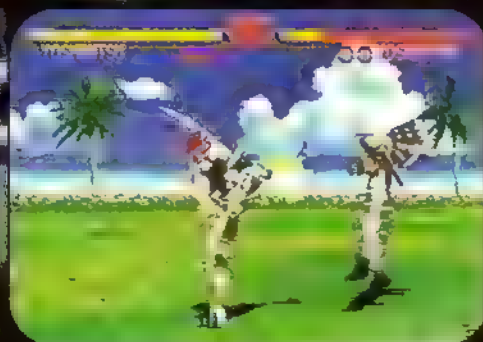


SPIN ATTACK TO KICK COMBO

→ RK
(During Crouching Spin Kicks)

9%

Damage



LK, RK



Damage

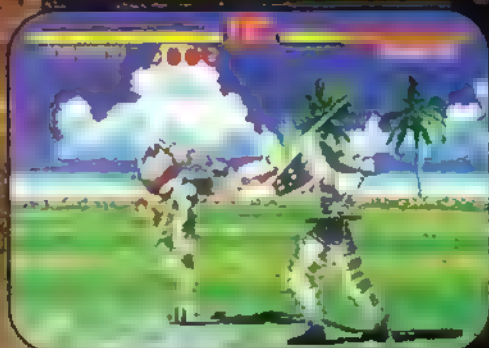
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24



J Kick Combo

RK, RK, RK



Damage

16

16

16



Push Up

↗ LK + RK

Damage

16



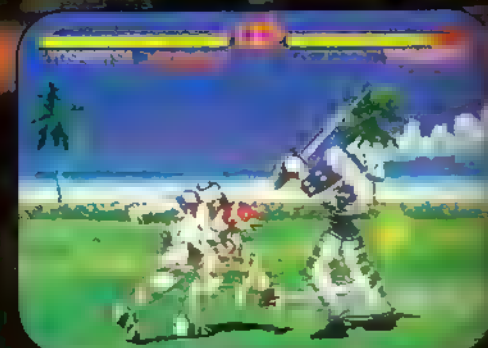
Death Slash

↖ LP
(Unblockable)

Damage

12

66





SWORD POKE

← ← LP
(Unblockable)

48

Damage



JAB/SWEEP

RP, LK

9%

24

Damage



JAB/SWEEP

RP ↓ LK

9%

13

Damage



67

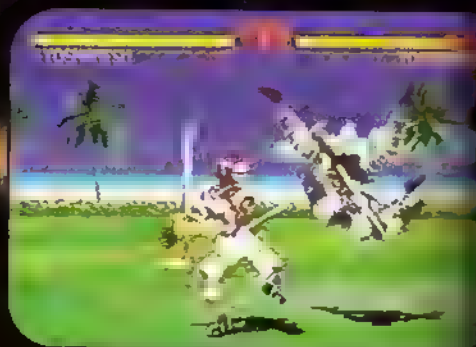
YOSHIMITSU

KNIFE CAST

↓↘LK

Damage

9



THROWS AND GRABS (WHILE CLOSE)

LEADING BODY SLAM

LP + LK

Damage

32



SWORD HIT TO FACE

RP + RK

Damage

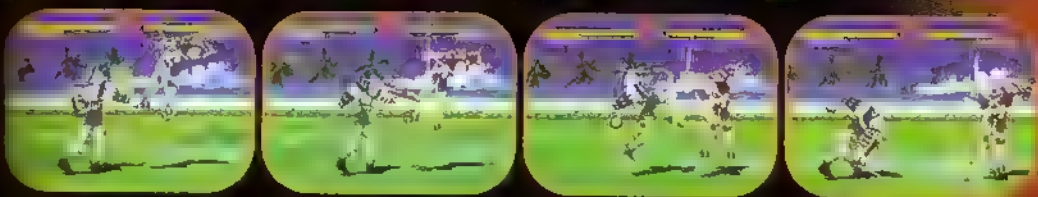
28



68

COMBOS

↘ RP ↘ LP → → RK ↘ LP



→ RP → → RK ↘ LP



↘ RP, LP ↘ LK, LK, LK



↘ RP ← LP, LP, LP, LK → → ↘ LP



↘ LP, LP ↘ LK, LK



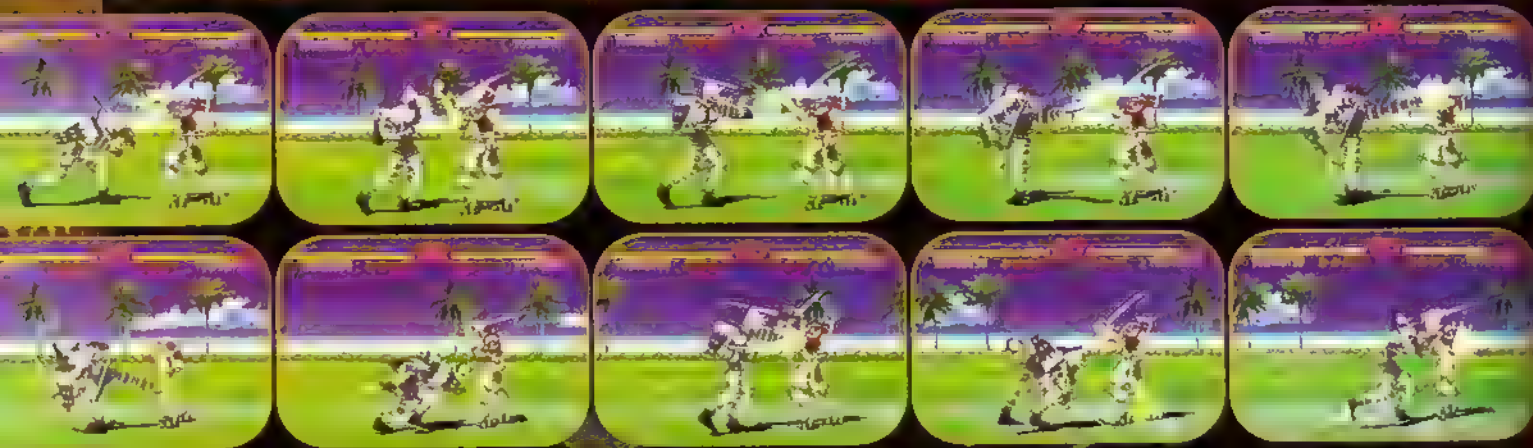
↘ RP, LK RK ↑ RP → → ↘ LP



YOSHIMITSU

10-HIT COMBO

LP, LP, LP, LP, RP, RP, RP, RP, RK, RK, RK, RK, LP



The final part of Yoshimitsu's 10-Hit Combo combines one of the most damaging moves in the game. The Sword Poke finish is damaging and exciting to watch as well. You can also use the first 4 hits to protect yourself from quickly advancing adversaries.

ADVANCED FIGHTING TECHNIQUES

By constantly throwing uppercuts at your opponents, they will have almost no choice but to stand and block. A crouching opponent will be knocked high into the air, allowing you to unleash huge air juggle combos, which will usually leave your opponent lifeless. One of the most useful is the simple yet elegant 4-hit \blacktriangleright RP \blacktriangleright LP \rightarrow \rightarrow RK \blacktriangleleft LP chain attack.

Yoshimitsu's second strength is that he has two unblockable attacks. The Death Slash can be used at almost anytime to take off a quick portion of health from any opponent. The Sword Poke takes longer to charge but can often kill an opponent with one hit. A good way to utilize this strength is to knock your opponent down, and then begin the motion for the Sword Poke. Usually, an opponent will stand right up into cold steel.

Yoshimitsu has one of the most deceiving moves in the game. The Zig Zag can sometimes even the computer. When you are at a distance from your opponent, quickly press LK, RK. The first kick will miss your opponent, leading them into a false sense of safety. Then, out of nowhere, the second hit will smash them to the ground.



Michelle Chang seeks revenge against Heihachi for the death of her father at the hands of Heihachi's men. Michelle is another good character for the beginning player. Although the bulk of her moves are not very damaging, they are easy to pull off. This allows a new player to work on fighting strategy while chipping away at your opponent's health.

MICHELLE

VITAL STATS

AGE:	18
HEIGHT:	163CM
WEIGHT:	53KG
BLOOD TYPE:	B
FAVORITE THING:	BUFFALO
HOBBY:	HUNTING
CAREER:	NONE
FIGHTING STYLE:	CHINESE FIGHTING ARTS

SPECIAL MOVES

SPIN BEHIND

RP ←

Damage

9%



QUICK DANCE

LP, LP, LP



Damage

8%

6%

11%



VARIATION

↘ LP, LP

DAMAGE

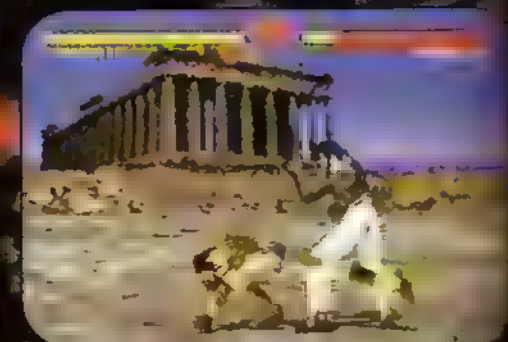
9% 11%

SPINNING SWEET

↓ ↘ RK

Damage

9%



VARIATION

↓ ↘ RK, LP

DAMAGE

9% 20%

72



SWEEP

↓RK

VARIATIONS

DAMAGE

↓RK, LP

12% 20%

↓RK, RK

12% 16%

↓RK ↓RK

12% 8%

12%

Damage



FEATHER TO SWEEP

RK ↓RK

16%

12%

Damage

VARIATIONS

DAMAGE

RK ↓RK, LP

16% 12% 20%

RK ↓RK, RK

16% 12% 16%

RK ↓RK ↓RK

16% 12% 8%



SWEEPING KICK

Rise, RK

16%

Damage



MICHELLE CHIANG

Root Stun!!

↖LK + RK

Damage 20



Trouble Sunagi

Rise, RP

Damage 14



VARIATION

Rise, RP, LP, LP

DAMAGE

14% 12%

Twin Arrow

→ → LP + RP
(Stuns)

Damage 24



Slow Power Punch

↘ RP

Damage 12





SLOW POWER PUNCH COMBO

➤ RP, LP (RP Must Hit)

12

17

Damage



FRONT SNAP KICK

➤ LK

13

Damage



HEAVY UPPERCUT

←←← P LP
(Unblockable)

40

Damage



MICHELLE CHANG

THROWS AND GRABS (WHILE CLOSE)

KNEE SUPLEX

RP + RK

Damage 28



WREST SUPLEX

LP + LK

Damage 28



DOWN BACK SUPLEX

LP + RP
(Immediately After Spin Behind)

Damage 36



COMBOS

Rise, RP, LP, LP ↓ ↘ RK



LP, LP, LP, Walk In, LP, RK



← ← ← LP, Walk In, LP, Walk In, LP → → LP + RP ↘ LK + RK



↘ RP (RP Must Hit), LP, ↑ RP



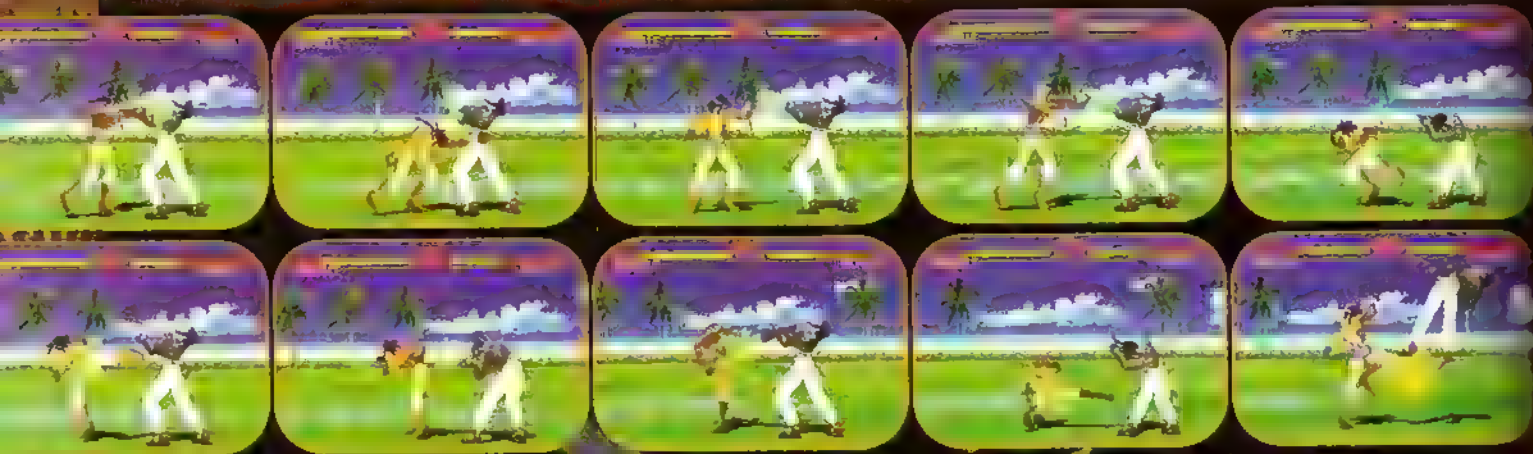
↘ ↘ ← LP, Rise, RP, LP ↑ RP



MICHELLE CHIANG

10-HIT COMBO

HE, CR, CR, P, CR, CR, CR, CR, P, CR, CR, CR, CR



Michelle has one of the easiest 10-Strings in the game and is therefore a great stepping stone to mastering the 10-Strings for the more difficult characters. Although it's simple, it's also one of the easiest to break out of—so use it wisely.

ADVANCED FIGHTING STRATEGIES

The Skyscraper Kick can be used in a variety of ways. First, it can surprise an advancing attacker. Simply wait in a crouching position, and when the attacker gets near, execute the Skyscraper Kick to send them flying. It can also smack a downed opponent as they attempt to get up.

The Heavy Uppercut is by far Michelle's most powerful move. Not only does it do 40% damage, it also has the potential for amazing combos. Perform this move as soon as an opponent hits the ground after a knock down, and the odds are good that they will take a fist to the

Stun your opponent with the Twin Arrow and you are set to add on a throw. You can also use this move to knock a crouching opponent off their feet. Then, run in and deliver a Foot Stomp for extra damage.

LEE

Lee is a real-life master of great martial arts. The combo of karate, judo, and jujitsu is the basis of his special style, which combines the special arts of karate and jujitsu. This combination makes for an interesting art—but it's not all in the past. Lee's great strength is his ability to learn. It's almost impossible to keep up with him. Lee is the sub-boss of Karate.



SPECIAL MOVES

LEFT RIGHT COMBO

LP, RP



Damage

8

4



LONGER SIDE KICK

↘LK

Damage

12



DRAGON LOW KICK

↓LK

Damage

12



VARIATIONS

DAMAGE

↓LK, LK	12% 8%
↓LK, LK → LK	12% 8% 12%
↓LK, LK, LK	12% 8% 8%
↓LK, LK LK → LK	12% 8% 8% 12%
↓LK, LK, LK, LK	12% 8% 8% 8%



CATAPULT KICK

↓↑↑ or ↘ or ↗ RK

Damage

24

VARIATIONS

DAMAGE

↓↑↑ (or ↘ or ↗) RK	24%
↓↑↑ (or ↘ or ↗) LK + RK	24%





CRESCENT KICK

RK ↑ LK

16 24

Damage



STAGGERED SPIRAL KICK

RK, LK, RK

16 9% 9%

Damage



RAPID JABS

LP, LP, LP, LP, LP

8% 4% 4% 4% 4%

Damage



FAST WALL COMBO

RP, RP

9% 8%

Damage



VARIATION

→ RP, RP, RP

DAMAGE

9% 4% 4%



Slide Kick

↓ ↓ ↓ ↓ LK

Damage 13



Triple Head Kick

LK, LK, LK

Damage

20

8

8



Jump Kick

→ → → LK
(Stuns)

Damage 16



Reversal Slide Kick

→ →, P, LK + RK

Damage 16

82





CHARGE POWER PUNCH

← LP + RP (↑ ↑ To Cancel)
(Unblockable)

48

Damage



FORWARD JUMP KICK

→ →, P, LK

16

Damage

VARIATIONS

→ →, P, LK, RK

DAMAGE

16% 12%

→ →, P, LK, RK, RK

16% 12% 12%

→ →, P, LK, RK → RK

16% 12% 12%

→ →, P, LK, RK ↓ RK

16% 12% 12%



SHIN KICK

↓ RK

5

Damage

VARIATIONS

↓ RK, RK

5% 12%

↓ RK ↓ RK

5% 12%

↓ RK ↓ RK, RK

5% 12% 12%

↓ RK ↓ RK ↓ RK, RK

5% 12% 12% 12%

↓ RK, RK, LK, RK

5% 12% 12% 12%

↓ RK, RK ↑ + LK

12% 16% 24%



Rising Kick

16 12

Damage



83

VARIATION

DAMAGE

Rise, LK, LK ↓ LK, LK

16% 12% 8% 8%

(Press LK Continuously to prolong attack.)

LEFT SPIN KICK

→ → LK

Damage 24%



THROWS AND GRABS (WHILE CLOSE)

HEADLOCK PINCH

RP + RK

Damage 24%



FINISHER DASH

LP + LK

Damage 28%



KNEE SMASH

→ → LK + RK

Damage 20%



COMBOS

Counter, RK, LK, RK ↑ RP



↓↑ RK ↘ LP ↓↘↘↘ LK



↘ RP, Walk In, LP ↓ LK, LK ↑ RP



↗ RK, Walk In, ↘ LP ↗ RK, ↓↘↘↘ LK



↘ RP, ↘ LP, ↘ LK

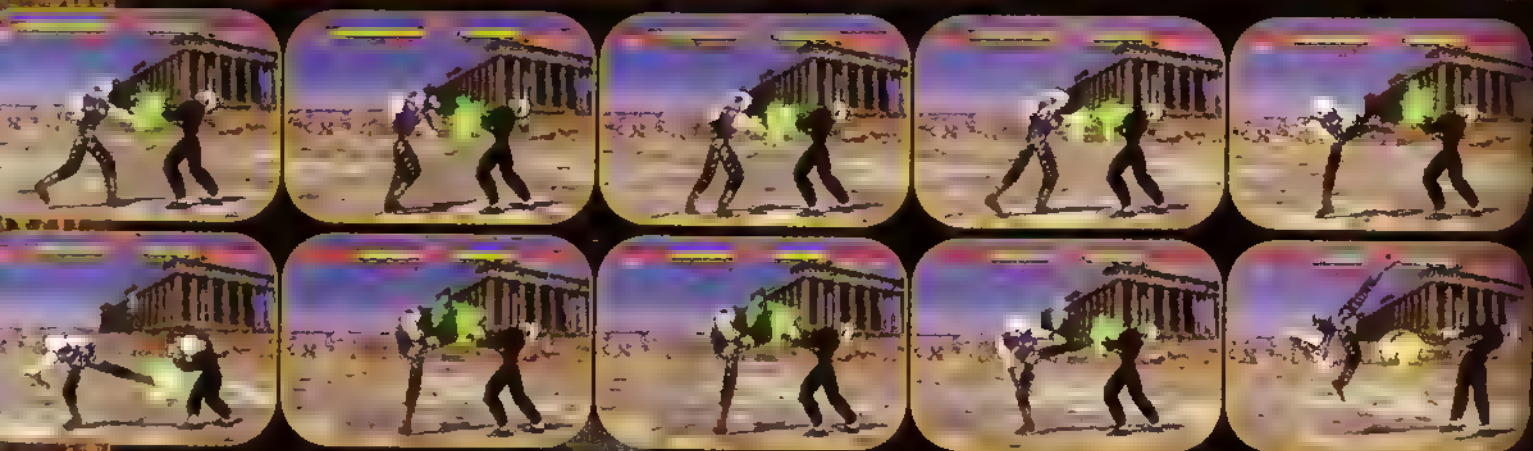


→ → P, LK, RK (Only Second Kick Should Hit) Walk In, LP, RK, ↑ RP



10-HIT COMBO

DOWN, UP, UP, DOWN, DOWN, DOWN, DOWN, DOWN, DOWN, DOWN



Lee's 10-String is a good way to get close to your opponent without running. By performing the first 3-6 hits, they'll have to think twice before attempting to attack you. This often leads to a surprise throw.

ADVANCED FIGHTING STRATEGIES

Lee's greatest asset is his Infinity Kick. It's nearly impossible for your opponent to stop you once it starts. And since it's easy to do, you can use it almost any time.

Lee's ability to vary a Standing Jab and a Shaolin Spin Kick make it easy to catch an opponent while they're trying to attack. After a jab, your opponent will usually try to counter with an attack. By surprising them with a Shaolin Spin Kick, you can kick your opponent out of their attack and pop them into the air—leaving them susceptible to a crushing counter combo.

Another great surprise move of Lee's is his Catapult Kick. As you crouch, your opponent usually attempt to move in. The Catapult Kick will knock them into the air, and you'll have the chance to inflict major damage.

Lee's Forward Jump Kick is helpful when you find yourself away from your opponent. Not only do they bring you closer to your enemy, but they can also set up a massive damage Juggle Combo. If only the second hit connects, your opponent will be popped into the air and be ready to receive a smashing Kave War Combo follow-up. Don't add on the third kick if the second one connects. If your opponent blocks both of the first hits, you can simply add on the third and place it high/medium/low to confuse them further.



KUMA

...just like
...has some
...
...
...when his
...skillful
...flag, for
...every match
...seconds. Is
...Kuma is not
...by the better
...players. Practice
...will reward you
...and smashing
...Kuma is the sub
...of the...



SPECIAL MOVES

GET UP PUNCH

LP + RP
(When Knocked Down)

Damage

9%



GRIZZLY CLAW

←↘↓↗RP

Damage

40%



JAW/ELBOW SMASH

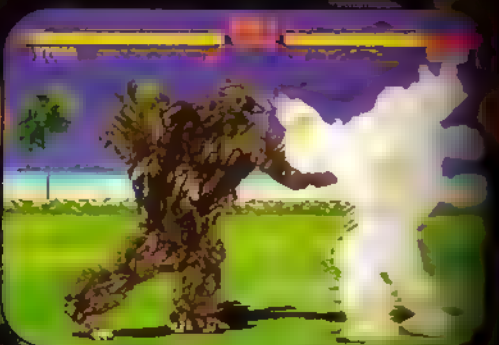
RP, LP



Damage

9%

12%





BEAR HAMMER

LP, LP, LP

14

9%

14

Damage



OVERHEAD SMASH

SLP + RP

20

Damage



BATTER UP

Rise, LP + RP

12

Damage

VARIATION

DAMAGE

LP + RP, LP + RP

12%, 24%



Crabbing: Triple Unleashed

↘ LP, RP, LP or ↘ RP, LP, RP



Damage

12%

9%

9%



DOUBLE CLAW

→ → LP + RP

Damage

28%



PUNCH KICK

↗ LK + RK

Damage

20%





WINDMILL PUNCH

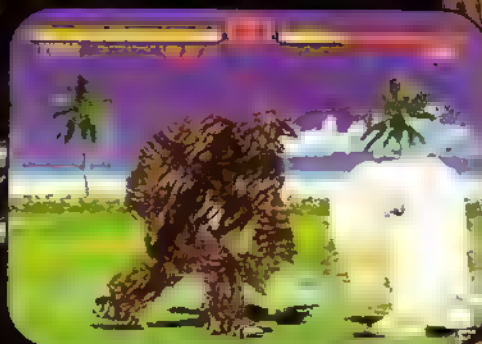
↓ → LP, RP, LP

9%

9%

9%

Damage



Sit Down

↓ LK + RK

Non

Damage

VARIATIONS (WHILE SITTING)

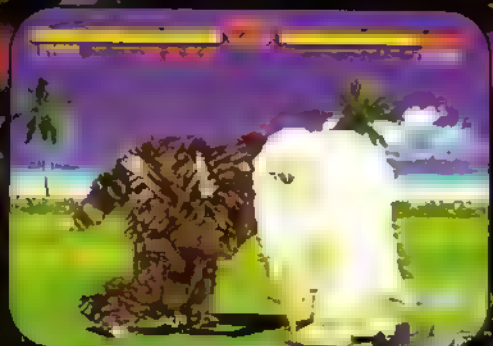
DAMAGE

LP, RP, LP, RP or RP, LP, RP, LP

8% 8% 8% 8%

→ LP, RP, LP, RP or → RP, LP, RP, LP

8% 8% 8% 8%



UPPERCUT COMBO

↓ LP, LP, LP, RP, LP

9%

9%

9%

9%

9%

Damage



KUDIA

THROWS AND GRABS

(WHILE CLOSE)

BEAR HUG

RP + RK

Damage 28



BRINY PUNCH

LP + LK

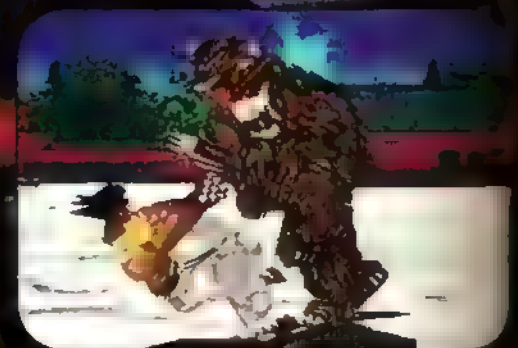
Damage 32



HEAD BUTT

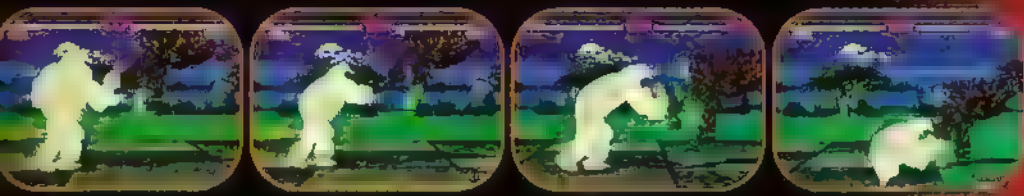
→ RP + RK

Damage 28



COMBOS

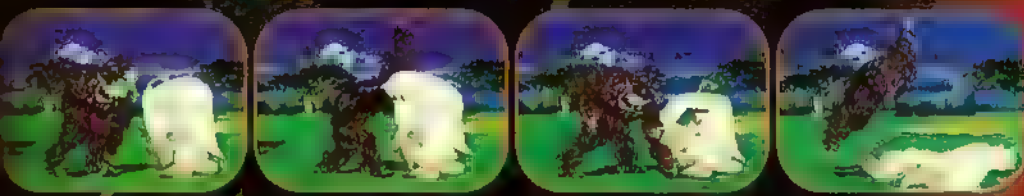
↘ RP, → RP, → → LP + RP, → →, ↗ LK + RK



↘ RP, Walk In, ↘ LP, Walk In, ↘ LP ↘ LP + RP



↓ → LP, RP, LP, LP + LK



KUMIA



Kuma's 10-String is perfect for keeping opponents on the defensive. If your opponent doesn't find the one chance to break the 10-String, they'll have to block for the duration of the 10 hits.

ADVANCED FIGHTING STRATEGIES

The extended range and speed of the Overhead Smash provides Kuma with a method for striking his rival from an extended distance. In many cases, you can use this move to bash a fallen opponent before they have a chance to get up.

Because Kuma's Windmill Punch sends a powerful series of blows that can knock his opponent to the floor, it can also leave them open for a crushing Body Press. By throwing in some random crouching attacks, Kuma can often trick an opponent into taking the Windmill Punch in the eye.

Because the Uppercut Combo is unblockable after the first hit connects, and delivers 5 blows, it's great for punishing a high blocking opponent. In addition, it's extremely hard to counter with basic moves. This forces your opponent to counter with special moves. If they miss, they're left wide open for a counterattack.

SPECIAL MOVES

SPIN BEHIND

RP ←

Damage

9%



G-GUT CANNON

LP, LP, LP



Damage

8%

6%

11%



VARIATION

Y, LP, LP

DAMAGE

9%, 1%





SPINNING SWEET

↓↘RK

9%

Damage

VARIATION

↓↘RK, LK

DAMAGE

9% 20%



SWIRL

↓RK

12%

Damage

VARIATION

↓RK, LP

↓, RK, RK

↓RK ↓RK

DAMAGE

12% 20%

12% 16%

12% 8%



HEADKICK TO SWEET

RK ↓RK

16%

12%

Damage

VARIATION

RK ↓RK, LP

RK ↓RK, RK

RK ↓RK ↓RK

DAMAGE

16% 12% 20%

16% 12% 16%

16% 12% 8%

9%

WAZ

SIDEWIND KICK

Rise, RK

Damage 16%



FOOT STOMP

↗ LK + RK

Damage 20%



TYOOLA SUNRISE

Rise, RP

Damage 14%



VARIATION

Rise, RP, LP, LP

DAMAGE

14% 12% 11%

STRONG POWER PUNCH

→→ LP + RP

Damage 25%



98



SLOW POWER PUNCH

→ RP

12

Damage



SLOW POWER PUNCH COMBO

→ RP, LP (RP Must Hit)

12

17

Damage



FRONT SNAP KICK

→ LK

13

Damage



POWER PUNCH

→ RP

13

Damage



99

WANG

MEDIUM POWER PUNCH

↘ LP + RP

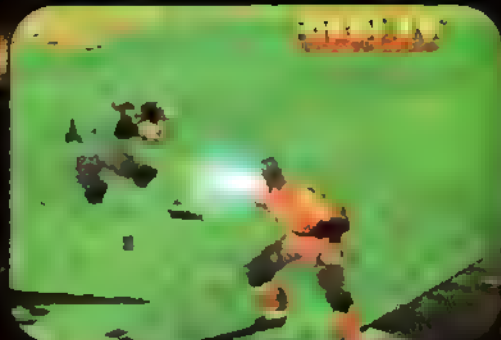
Damage 20%



HEAVY POWER PUNCH

↓ ↘ ↗ RP

Damage 41%



THROWS AND GRABS (WHILE CLOSE)

SPIN BURNING KICK SMASH

RP + RK

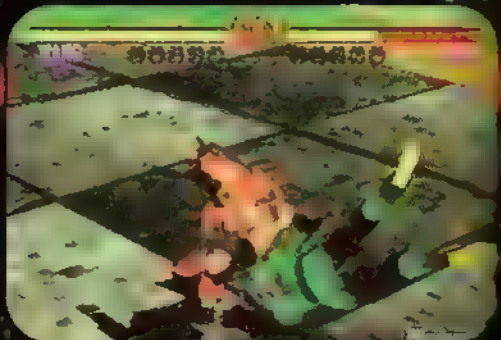
Damage 28%



HEADLOCK TOSS

LP + LK

Damage 28%

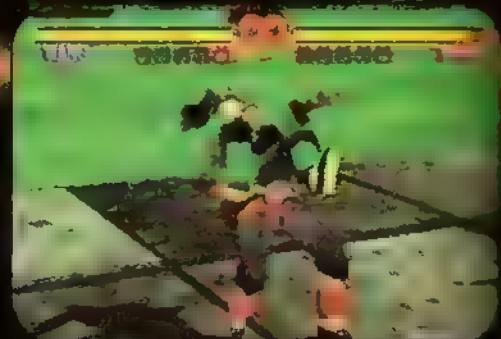


BURNING BACK SUPLEX

LP + RP

(Immediately After Spin-burning)

Damage 36%



COMBOS

Rise, RP, LP, LP ↓ ↘ RK



LP, LP, LP, Walk In, LP, RK



Rise, RP, LP, LP, Walk In, LP ↓ ↘ → RP



↘ RP (RP Must Connect) LP ↑ RP



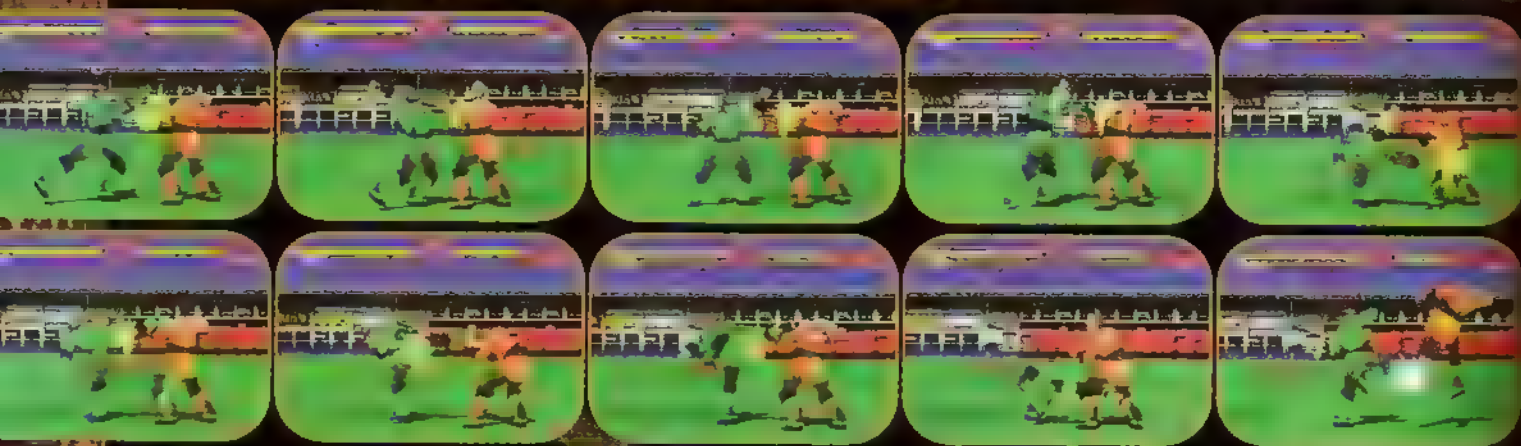
↘ RP (RP Must Connect) LP ↓ ↘ → RP ↑ RP



WANG

10-HIT COMBO

RP, LP, LP, P, RP, LK, LK, LK, P, RK, RK, LP



Wang has the same 10-Hit Combo as Michelle and is therefore a great stepping stone to mastering the 10-Strings for the more difficult characters. Although it's simple, it's also one of the easiest to break out of—so use it wisely.

ADVANCED FIGHTING STRATEGIES

The Skyscraper Kick can be used in a variety of ways. First, it can surprise an advancing attacker. Simply wait in a crouching position, and when the attacker gets near, execute the Skyscraper Kick to send them flying. You can also use it to smack a downed opponent as they attempt to get up.

The Heavy Power Punch is by far Wang's most powerful move. Not only does it do 40% damage, it also has the potential for amazing combo finishes. Perform this move as soon as you knock your opponent into the air, and they are sure to feel the wrath of a devastating jammie.

An excellent way to knock down your opponent is to throw in a few random low attacks, then surprise them with the Strong Power Punch. If your opponent is still blocking low, they will be smashed with a powerful hit that will send them reeling.

The Medium Power Punch is great for hitting downed opponents. If you're fast enough, you can usually hit a downed opponent multiple times before they have a chance to get away. It is a very deceiving move because it hits high when it looks as if you should block it low.



ANNA

Anna is one of the most beautiful women in the world. She is a model, an actress, and a singer. She has been in the entertainment industry for over 20 years. She is known for her beauty, her talent, and her personality. She is a true star.

ANNA

Anna is one of the most beautiful and talented models in the world. She has been in the industry for over 10 years and has worked with some of the most famous photographers in the world. She is also a successful businesswoman and has her own clothing line. Anna is a true inspiration to many women and is a role model for young girls everywhere.

SPECIAL MOVES

SIDE KICK

↘ LK

Damage

8%



VARIATIONS

↘ LK, RP, LK

↘ LK, RP, RK

↘ LK, LP, RP

↘ LK, LK, LK, RK

DAMAGE

8% 8% 16%

8% 8% 12%

9% 9% 4%

8% 4% 6% 8%

JAB/ROUNDHOUSE

RP, RK



Damage

9%

12%



VARIATIONS

RP, LK

RP, ↘ LK

DAMAGE

9% 16%

9% 17%

UPPERCUT/JAB

↘ LP, RP

Damage

8%

12%



VARIATION

↘ LP, RP, LP, RP

104



Left-Right COMBO

LP, RP

4%

4%

Damage



VARIATIONS

LP, RP, RK

LP, RP, LK

DAMAGE

4% 4% 12%

4% 4% 16%



Can't Overhit

↗ RK, LK, RK

16%

8%

11%

Damage



Jump Kick

→→→ LK

16%

Damage



A
Z
Z
Z

RISEING FLEET KICK

(↖ or ↑ or ↗) + LK

Damage 16



DIAGONAL DUMM

→ → LP + RP

Damage 25



FORWARD FLIP KICK

→ → RK (Stuns)

Damage 20



CHARGE POWERED PUNCH

↖ LP + RP
(↑ ↑ To Cancel) (Unblockable)

Damage 64



SLAP COMBO

← LP, LP, LP



Damage

8

8

10

106



WAVE SLAP

↓↘ RP

12

Damage



SLAP

↓↘ RP

20

Damage



GROUND PUNCH

↓↘ LP

20

Damage



CATALPIT KICK

↓(↖ or ↗ or ↘) RK

24

Damage

VARIATION

↓(↖ or ↗ or ↘) RK

DAMAGE

24%

THROWS AND GRABS



OVER THE BACK FIST

RP + R

107

28

Damage

ANZA

AIR GRAB FLIP

LP + LK

Damage 28%



ELBOW SMASH

↘↘ LP

Damage 40%



JUMPING FLIP

LP + LK →

Damage 28%



BACKHAND SLAP

↓↘→ LP + RP

Damage 12%



Backhand Slap Continuations:

ARM SNAP



24%

LK, RK, LK, LP + RP

ARM BREAK



16%

LP, LK, RP

Arm Break Continuations:

FALLING ARM
BREAK



20%

RP, LP, LK, RK,
LP + RP

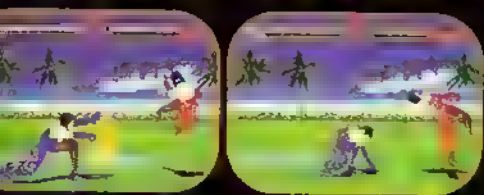
DOUBLE A
BREAK



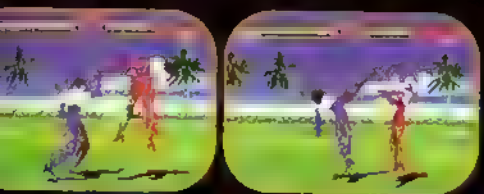
LK, LP, RK, LP +
RP, LP, RK

COMBOS

→ → LP + RP → → ↑ RP



RP → → ↗ LK



RP, LP ↗ RK



RP, LP, RK ↑ RP



RP, LP ↗ RK, LK, RK → → RK



↑ RK, Walk In, LP, RP ↗ LK → → RK



10-HIT COMBO



The first 4 hits of Anna's 10-String are extremely useful for taking off health quickly. This is a great advantage because, if the first hit scores, the remaining 3 are unblockable. Most of the other characters' 10-Strings start off similarly, but Anna's is one of the few that starts off so quickly.

ADVANCED FIGHTING STRATEGIES

Anna's Arm Breaks are her greatest asset. Usually, you must trick your opponent in order to grab them. This is accomplished by quickly stepping back while your opponent is close to you, and then performing the Backhand Slap. Once you connect with the Backhand Slap, go for the Double Arm Break because it inflicts the most damage. Don't, however, rely on your Arm Breaks too much or your opponent will wise up to your plans and crouch and counter.

To knock down a close opponent, quickly tap up and press LK. This allows you to perform her Forward Kick for extra damage to the downed opponent. This can be used to stop a charging opponent almost every time.

An excellent way to knock down your opponent is to throw in a few random low attacks and then surprise them with the Bomb. If your opponent is still blocking low, they'll get smashed with a powerful hit that sends them reeling. Then, you can choose to roll them with a Forward Flip Kick, ground-hit—or both!

In addition to Nina's and Law's special arts, Anna's Slap Combo is great for stopping advancing opponents. If you connect with the first hit, the remaining 2 will strike and knock over your opponent. Then, just add a Forward Flip Kick to hit them on the ground.

Another great surprise move is Anna's Catapult Kick. As you crouch, your opponent will usually attempt to move in. The Catapult Kick will knock them into the air, and you will have the chance to inflict major damage.





PROTOTYPE 1 JACK

SPECIAL MOVES

GET UP PUNCH

LP + RP (When Knocked Down)

Damage 9%



MACHINE GUN BLAST

↙ LP, LP, LP

Damage 20% 20% 20%



VARIATION

DAMAGE

↙ LP, LP, LP, ↘ RP

20% 20% 20% 32%

MELTAN BLAST

↙ ↘ ↓ ↘ RP

Damage 40



JAB-ELBOW SMASH

RP, LP

Damage 9% 12%





JACK HAMMER

LP, LP, LP

14

9

14

Damage



Overhead Smash

↘ LP + RP

20

Damage



Hammer

Rise, LP + RP

12

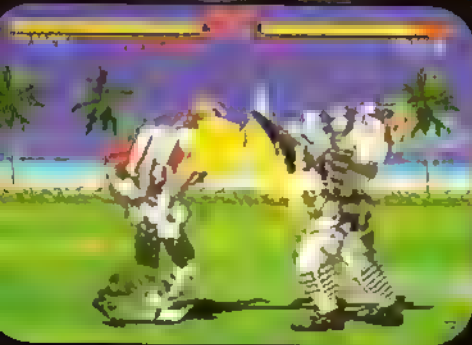
Damage

VARIATION

Rise LP + RP, LP + RP

DAMAGE

12% 24%



Crushing Tail Unleashed

↘ LP, RP, LP or ↘ RP, LP, RP

12

9

9

Damage



P. JACK

CROSSBOW SAW

→ → LP + RP

Damage 28%



PANCAKE PRESS

↗ LK + RK

Damage 20%



WINDMILL PUNCH

↓ → LP, RP, LP

Damage

9%

9%

9%



WIND UP PUNCH

↙ ↓ ↘ → ↗ (Can Be Wound Up To 5 Times)
LP (To Strike)

Damage

16%

32%

48%

64%

100%





5th Down

↓ LK + RK

None

Damage

VARIATIONS (WHILE SITTING)

LP, LP, RP or RP, LP, RP, LP

DAMAGE

8% 8% 8% 8%

LP, RP, LP, RP or → RP, LP, RP, LP

8% 8% 8% 8%



UPPERBODY COUNTER

↓ LP, LP, LP, RP, LP

9%

9%

9%

9%

9%

Damage



MIXED UP REVENGE

← ↓ → LP

32%

Damage

115

R. JACK

POWER HAMMER

↓ LP

Damage 12%

VARIATION

↓ LP → RP

DAMAGE

12% 24%

THROWS AND GRABS (WHILE CLOSE)

DRIFT SLAM

RP + RK

Damage 24%

BODY PRESS

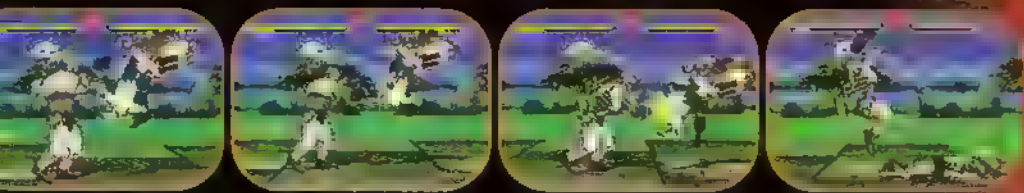
LP + LK

Damage 32%



COMBOS

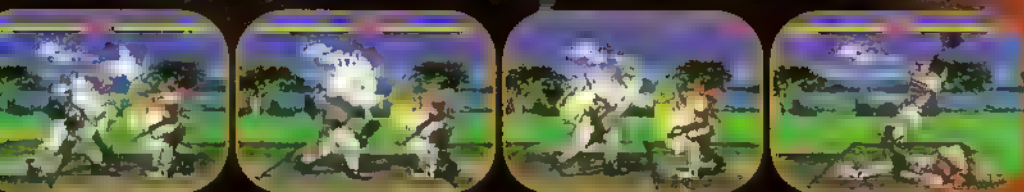
↘ RP, → RP, → → LP + RP, → →, ↗ LK + RK



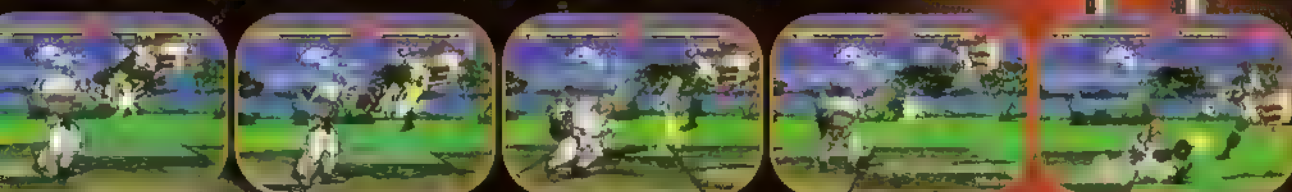
↘ RP, Walk In, ↘ LP, Walk In, ↘ LP ↘ LP + RP

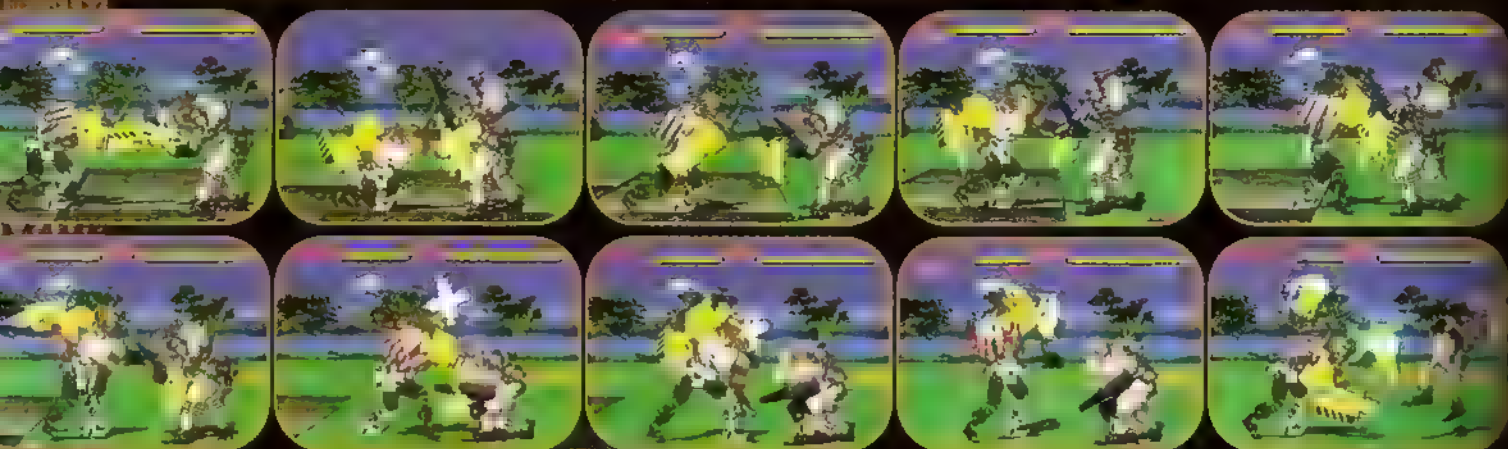


↘ → LP, RP, LP, LP + LK



↘ RP, → RP, ↘ LP → RP, ↑ RP





P. Jack's 10-String is perfect for keeping opponents on the defensive. If your opponent doesn't find the one chance to break the 10-String, they'll have to block for the duration of the 10 hits.

ADVANCED FIGHTING STRATEGIES

The most useful move in P. Jack's arsenal is his Power Hammer. It has excellent range and great potential for combos. When used correctly, it can smash oncoming opponents and make them keep their distance. As you see your opponent advancing, quickly use the Power Hammer Variation to push them away. This leaves your adversary with only two choices: block and be pushed back, or, lose 36% health.

The extended range and speed of the Overhead Smash provides P. Jack with a way to strike a rival from an extended distance. In many cases, you can use this move to bash a fallen opponent before they have a chance to get up.

Because P. Jack's Windmill Punch is a powerful series of blows that can knock his opponent to the floor, it can also leave them open for a crushing Body Press. By throwing in some random crouching attacks, P. Jack can often trick an opponent into taking the Windmill Punch in the eye.

Because the Uppercut Combo is unblockable after the first hit connects, and delivers five blows, it is great for punishing a high-blocking opponent. In addition, it's extremely hard to counter with basic moves. This forces your opponent to counter with special moves. If they miss, they are left wide open for a counterattack.

Probably the most powerful
boss in the game, a well-
equipped Armor King has no
trouble defeating almost any
opponent. Armor King has all of
the King's pounding throws as well
as multiple stuns. In addition,
he has a Piledriver that
inflicts 65% dam-
age. Armor
King also
incorporates
Gouya's
percussive to make
a very hard to
fight. Armor King is the
boss of King.

ARMOR KING



SPECIAL MOVES

LEFT-RIGHT COMBO

LP, RP



Damage

9%

8%



EXPLODE!!

→ → LK + RK
(Stuns)

Damage

20%



VARIATION

DAMAGE

→ → → LK + RK

32% (Stuns)

HUNGRY KICK

→ → RK

Damage

16%

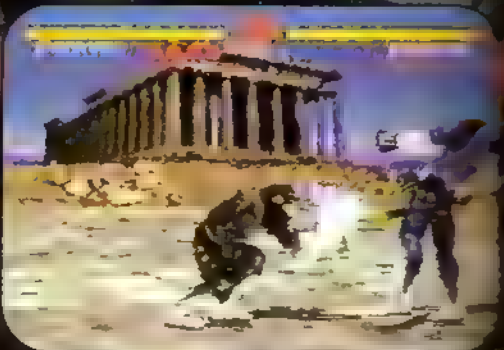


CAPITAL PUNISHMENT

↗ LP + RP

Damage

28%



120



Stagger Kick

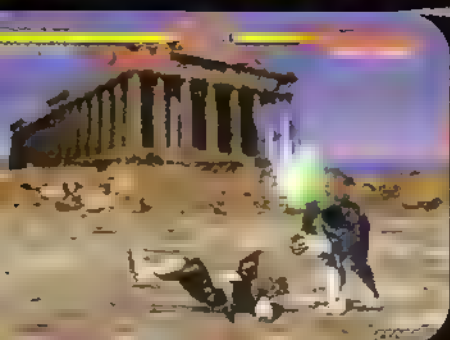
→ RK, RK, RK

13

5

5

Damage



Elbow Drop

(↖ or ↗ or ↘) RP + RK

28

Damage



Kick Flurry

→ → RP

16

Damage



Forward Bait

→ LP (Stuns)

8

Damage



Double Punch

→ → P, RP

8

Damage



ARMOR KING

CRUCIAL MOUNTAIN CUT

↓ → RP

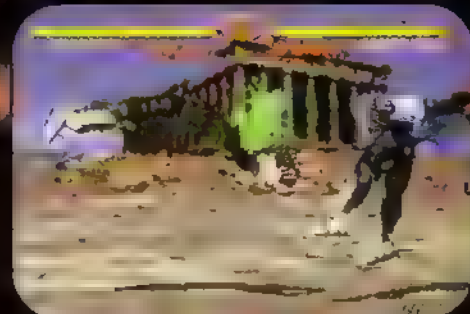
Damage 16%



HEAD FIRST LUNGE

→ → RP + LP

Damage 12%



JUMPING KICK DROP

↗ LK + RK

Damage 32%



FRANKENSTEINER

↘ LK + RK (When Close)

Damage 28%



JAB UPPERCUT

RP, LP

Damage 9% 12%



122



JAB/UPPERCUT/FOREARM

→ RP, LP, LP

8%

8%

8%

Damage



VARIATION

DAMAGE

→ RP, LP, LP, RP

8% 8% 8% 8%

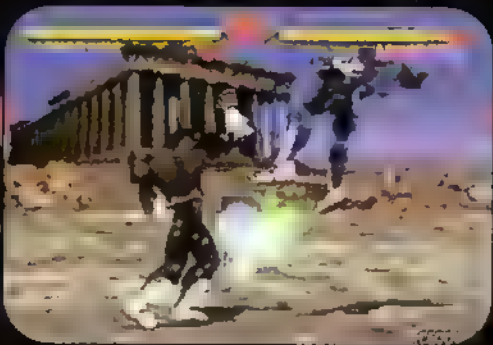


PUNCH TO THE CHIN

→ RP

12%

Damage



TRIPLE UPPERCUT

→ ↓ ↓ RP

24%

Damage



DOUBLE UPPERCUT

→ ↓ ↓ LP

40%

Damage



ARMOR KING

THROWS AND GRABS

(WHILE CLOSE)

SUPLEX

RP + RK

Damage 32

VARIATION

↓↓↓ LP + RP
(During Suplex)

DAMAGE

32%



HEAD TO KNEE BASH

LP + LK

Damage 24



FLIPPING HEADLOCK

↙↙ LP + RP

Damage 40



TOMBSTONE PILL DRIVER

↙→ LP + RP

Damage 52



PILL DRIVER

↓↘→ LP

Damage 20



SPINNING THROW

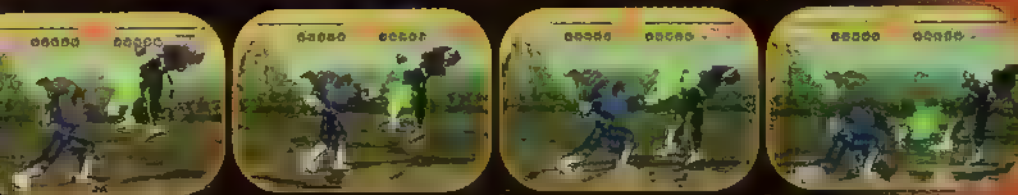
→↙↙↓↘→ LP

Damage 40

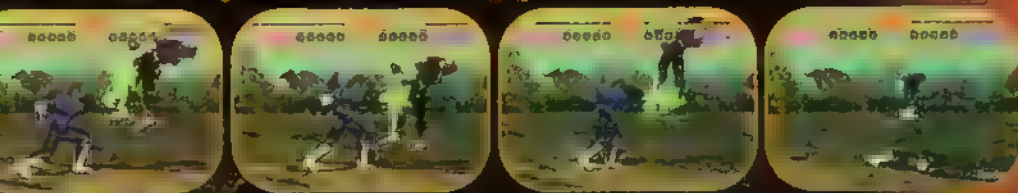


COMBOS

→ → RP, Walk In, LP → → RP → →, P, RP



→ → RP, Walk In, LP, RP, Walk In, ↗ LK + RK



↙ → LP + RP, Walk Away, ↗ LK + RK



→ → RP ↗ LP, Walk-In, ↗ LK + RK



↙ → RP ↗ RP → →, P, RP

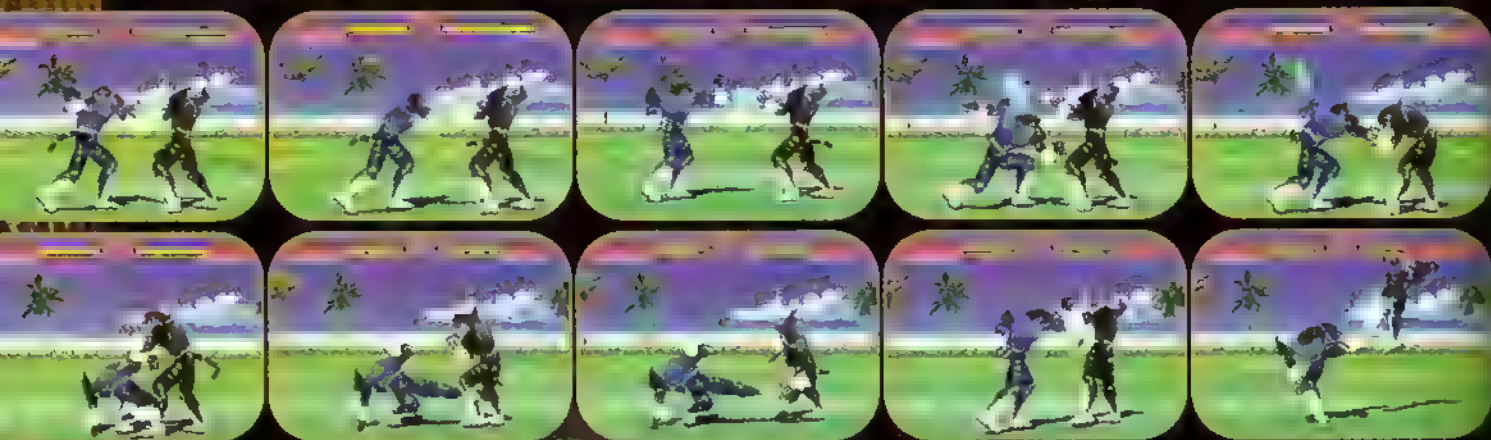


→ ↓ ↗ RP, Walk In, LP → ↓ ↗ RP ↑ RP



10-HIT COMBO

LP, RP, LP, LP, P, RP, RK, RK, P, RK, LP, LK



Like King, Armor King has one of the most impressive-looking 10-Strings in the game. It's hard to defend against, hard to counter, and downright deadly. The first 4 hits are often used to simply push an opponent back.

ADVANCED FIGHTING STRATEGIES

Throws are King's most powerful asset. With certain throws inflicting 40% to 52% damage, King is a killer in close combat. A great tactic is to step away and then lunge in with your choice of throw. Stick to the Piledriver and Jumping Piledriver since they are by far the deadliest.

Armor King's Forearm Bash can stun your opponent, leaving them open for a free hit. Follow up the Forearm Bash with a K's Flicker, then a Frankensteiner, which will hit them on the ground.

Since most of Armor King's attacks hit high, it's good to know that the Stagger Kick is a low attack that can actually stun your opponent. Since this move can hit up to five times when countering, as well as stunning your opponent, adding a throw to the end can inflict major damage.

With Armor King, you can almost always keep your opponent at bay with the Crouching Uppercut. If you stay out of their range of attack and quickly execute the Crouching Uppercut when you see them advance, you'll pop them up into the air (unless they are quick to block). This sets them up for a giant juggie combo. When they land, you can hit them with a quick Frankensteiner.



He is the most
sub-boss in the
He has mostly
special
with only a
of Jack's
thrown in as
Kazuya's
boss. Ganryu
of the
picked sub-
even
he can
hold
n.
He is the
boss of

GANRYU

SPECIAL MOVES

DEATH PAIN COMBO

➔ LP, RP, LP, RP, LP, RP, LP, RP
or ➔ RP, LP, RP, LP, RP, LP, RP, LP

Damage

9%

8%

8%

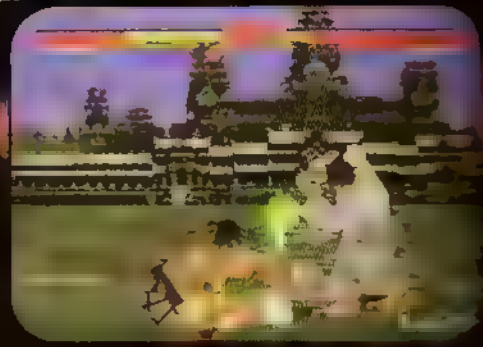


GET UP PUNCH

LP + RP
(When Knocked Down)

Damage

9%



SING SING

↓ RK

Damage

36%



JAW/ELBOW SHAKAI

RP, LP

Damage

9%

12%



128



SUPER HAMMER

LP, LP, LP

14

9

14

Damage



OVERHEAD SMASH

✓ LP + RP

20

Damage



BATTER UP

Rise, LP + RP

12

Damage

CTION

DAMAGE

+ RP, LP + RP

12% 24%

129

GANRYU

Temple Unleashed

↘ LP, RP, LP or ↘ RP, LP, RP



Damage

12

9%

9%



Strong Open Palm

←↘↘↘ RP

Damage

40

Double Palm Crash

→→ LP + RP

Damage

28



Super Kick

↗ LK + RK

Damage

20



130



WINDMILL PUNCH

↓ → LP, RP, LP

90 90 90

Damage



DOUBLE STEP KICK

↓ RP, RP

120 80

Damage



UPPERCUT COMBO

↓ LP, LP, LP, RP, LP

90 90 90 90 90

Damage



GANRYU

THROWS AND GRABS

(WHILE CLOSE)

THE THROW

RP + RK

Damage 28



THE GRAB

LP + LK

Damage 28



OVER THE SHOULDER BACK THROW

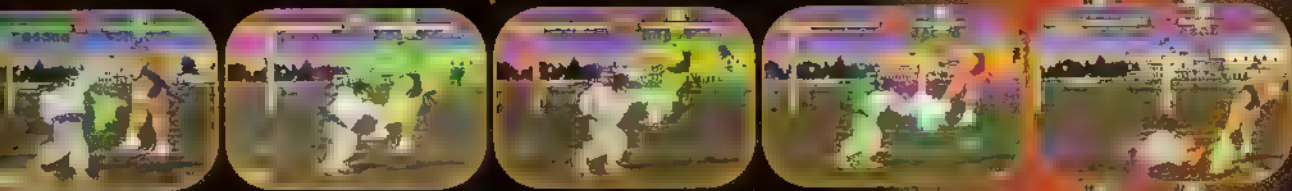
RP + RK →

Damage 28



COMBOS

RP → RP, LP → → LP + RP ↑ RP



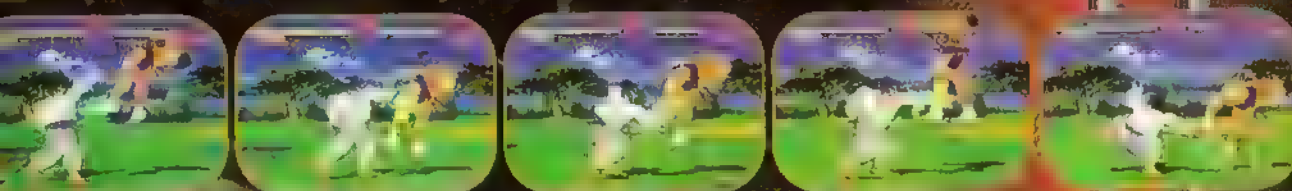
RP → RP, LP ↘ LP + RP → → ↗ LK + RK



RP → RP ↓ RP, RP ↑ RP



RP ↘ LP → LP, RP ↓ RP



ADVANCED FIGHTING TECHNIQUES

Unfortunately, Ganryu has no 10-Hit Combo.

Because Ganryu's Windmill Punch is a powerful series of blows that can knock his opponent to the floor, it can also leave them open for a crushing Sumo Squash. By throwing in some random crouching attacks, Ganryu can often trick an opponent into taking a Windmill Punch in the eye.

The extended range and speed of the Overhead Smash provides Ganryu with a way to strike his opponent from a distance. In many cases, you can use this move to bash a fallen opponent before they have a chance to get up.

Because the Uppercut Combo is unblockable after the first hit connects, *and* it delivers five blows, it's great for punishing a high-blocking opponent. In addition, it's extremely hard to counter with basic moves. This forces your opponent to counter with special moves. If they miss, they're left wide open for a counter-attack.

Ganryu's Double Step-In Palm is an excellent Juggle-Combo. It's also good for hitting a fallen opponent.

Kunimitsu is a skilled fighter who can keep an attacker at bay with his trouble-making damage. Michelle.

KUNIMITSU

SPECIAL MOVES

POWER DRAIN

→ RP
(Turns Opponent Around)

Damage 9%



KNEE BASH

→ → RK

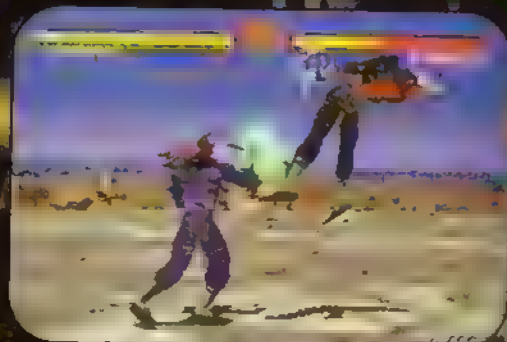
Damage 16%



UPPERCUT

↘ RP

Damage 12%



SOLAR KICK

→ → LK + RK

Damage 32%





SOLAR ATTACK

LP + RP
(During Solar Kick)

32

Damage



STONE FALL

← LP
(Up To 6 Times)

8%

8%

8%

8%

8%

8%

Damage



DOULOUREN SPIN KICKS

↙ LK
(Up To 5 Times)

9%

5%

5%

4%

4%

Damage

137

KUNIMITSU

Spin Attack To Kick Combo

→ RK
(During Crouching Spin Kicks)



Damage

9



→ LK, RK

LK, RK



Damage

20

24



→ RK, RK, RK

RK, RK, RK



Damage

16

16

16



138



POISON WIND

↗ LK + RK

16

Damage



RP, LK

9%

24

Damage



JAR/SWEEP

RP ↓ LK

9%

13

Damage



139

KUNIMITSU

Rolling Cap

↓↘LK

Damage

9%



THROWS AND GRABS

JUMPING BODY SLAM

LP + LK

Damage

32%



SICKLE BASH

RP + RK

Damage

28%



140

COMBOS

→ LP, LP ↙ LK, LK



→ RP, LK, RK → → ↑ RP



→ RP → → RK



→ RP ← LP, LP → → RK ↗ RK + LK



7-HIT COMBO



Kunimitsu shares a portion of Yoshimitsu's 10-hit combo. You can also use the first 4 hits to protect yourself from advancing adversaries.

ADVANCED FIGHTING TECHNIQUES

Like Yoshimitsu, Kunimitsu has one of the most deceiving moves in the game. The Zig Zag can sometimes fool even the computer. When you're at a distance from your opponent, quickly press LK, RK. The first kick comes out and misses your opponent, leading them to believe they're safe. Then, out of nowhere, the second hit smashes them to the ground.

If you constantly throw uppercuts at your opponents, they have almost no choice but to stand and block. A crouching opponent is knocked high into the air, allowing you to unleash long air juggle-combos, which usually leave your opponent lifeless. One of the most useful combos is the simple yet elegant four-hit chain attack: \blacktriangleright RP \blacktriangleright LP $\rightarrow \rightarrow$ RK \nearrow LK + RK.

HEIHACHI

except his own.

SPECIAL MOVES

LEFT RIGHT COMBO

LP, RP



Damage

8

9



VARIATION

DAMAGE

LP, RP, RP

8% 9% 20%

RISING SUN

↗ RK, RK



Damage

20

12



REVERSED UPPER CUT

↗ ↘ RP



Damage

24



DRAGON UPPER CUT

↗ ↘ LP



Damage

40



144



LEAPING BACK KICK

→ → → LK (Stuns)

24

Damage



HEEL AXLE

↗ LK (Stuns)

20

Damage

VARIATION

DAMAGE

↗ LK, RK

20% 16%



RISING SPINS KICK

→ RK

24

Damage



TENSU KICK

Rise, RK, RK

16

20

Damage

145

HEIHAACHI

SPINNING DEMON

→ ↓ ↘ RK, RK, RK

Damage

13%

9%

9%



VARIATION

→ ↓ ↘ RK, RK, RK, rise, RK, RK

DAMAGE

13% 9% 9% 16% 20%

FLAME PUNCH Combo

LP, LP, RP



Damage

8%

8%

16%



Forward Full Kick

↗ RK, LK (very quickly in succession)

Damage

17%



SPINNING BACKHAND

→ RP

Damage

9%



146



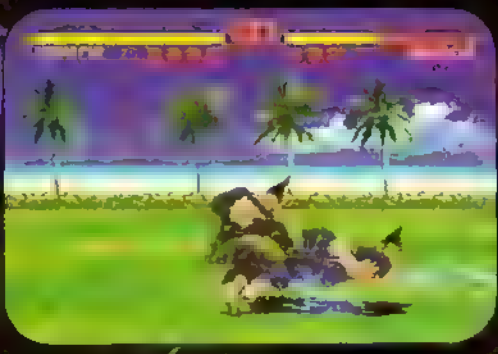
DOUBLE UPPERCUT

↘ LP, RP

8%

12%

Damage



KICK TO GET AWAY

↗ RP + RK

20%

Damage



LEFT SPLIT KICK

→ → LK

24%

Damage



KICK TO THE MIRROR

→ ↓ ↘ LK

28%

Damage

VARIATION DAMAGE

→ ↓ ↘ LK

20%

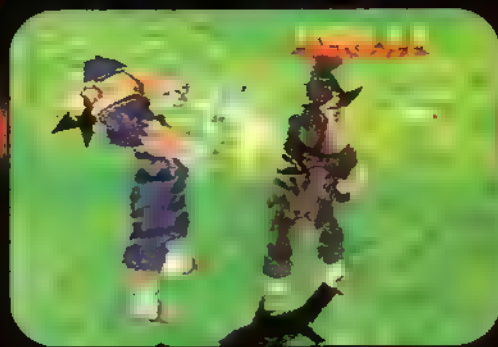
147

HEIHACHI

DEMON UPPERCUT

→ → RP

Damage 32



THROWS AND GRABS (WHILE CLOSE)

FILL DRIVER

RP + RK

Damage 32



NECK BREAKER

LP + LK

Damage 28



STONE THROW

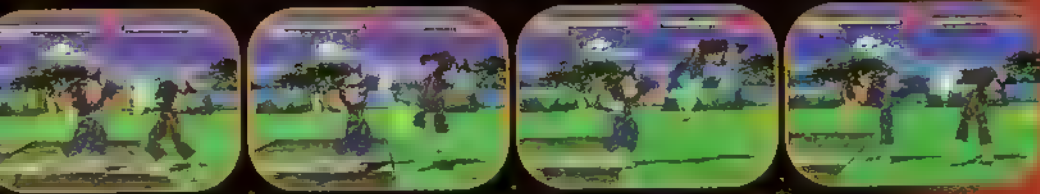
→ → LP + RP

Damage 28



COMBOS

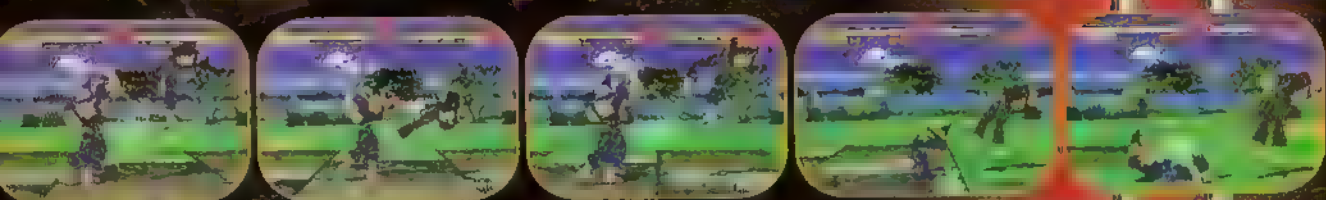
↘ LP, RP ↘ LP → LK



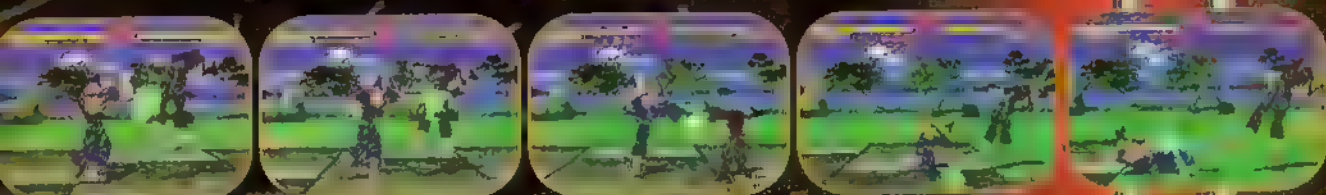
↘ RP, Walk In, LP, Walk In, LP → ↓ ↘ RK



→ ↓ ↘ RP, Walk In, LP → ↓ ↘ RP ↑ RP ↗ RK, LK



↘ RP, Walk In, LP → RK ↑ RP ↗ RK, LK



→ → RP, Walk In, LP, Walk In, LP ↓ ↘ → RP ↑ RP



↘ LP, RP ↘ RP ↓ ↘ → RP ↑ RP ↗ RK, LK



→ ↓ ↘ RP, Walk In, LP ↓ LP → RP ↑ RP ↗ RK, LK



→ ↓ ↘ RP, Walk In, LP, Walk In, LP ↓ ↘ → RP ↑ RP ↗ RK, LK



10-HIT COMBO

→ → P, RP, LP, RP, RP, LK, P, RK, RK, LP, RP, LP

ADVANCED FIGHTING TECHNIQUES

The most useful move in Heihachi's arsenal is his Double Uppercut. This move is excellent because, when it connects, it pops your opponent into the air and gives you the chance to inflict major damage with a huge Juggle-Combo. When playing against someone who always attacks, simply back away. Then, when you sense an attack coming on, use the Double Uppercut to counter.

By using only the first part of Heihachi's Spinning Demon, you can keep your opponent blocking, which will give you a chance to throw. Always be looking for chances to catch your opponent with a quick Pile Driver Neck Breaker.

With Heihachi, you can almost always keep your opponent at bay with the Rising Uppercut. If you stay out of their range of attack and quickly execute the Rising Uppercut when you see them advance, you'll pop them up into the air (unless they are quick to block). Then, you're set up for a giant Juggle-Combo.

EXTRA HEIHACHI MOVES

SHADOW STEP

← ← ←

HAMMER PUNCH

↓ LP

HAMMER PUNCH/ POWER PUNCH

↓ LP → RP

HEAVY POWER PUNCH

↓ ↘ → RP



SECRETS OF TEKKEN

CONTINUING IN GALAGA

If you want to spend a little time playing some Galaga, there's a simple way to continue playing before the CD beats Tekken:

As long as you score a "Perfect" on each stage of Galaga, you progress to more stages—up to 8.

However, if you don't score a "Perfect," you can restart the failed stage by pressing the Select button while viewing your hit percentage immediately after the stage ends.

THE DOUBLE SHIPS CAN BE ACHIEVED IN SEVERAL WAYS

The Double Ships can be achieved in two ways:

First, you must score a "Perfect" on Stage 1 to reach 18.9 seconds. This is very difficult, but really needs to be repeated if you want a shot at defeating all 8 stages perfectly.

Second, you can use a trick to get the Double Ships from the very start. As the CD is loading—while the VCL and PlayStation logos are onscreen—press and hold all of the following on the second player's controller: UP, L1, X. You can release these buttons once Galaga has started and you see the Double Ships.

PLAYING AS DEVIL KAZUYA

The most iconic 3D character in the game is Devil Kazuya. Nobody knows where he came from. Nobody knows his purpose. He is and always will be a mystery.

In order to play as Devil Kazuya, it's going to take more than a simple code. The only way to access this real character is by defeating Galaga with perfect scores on all 8 stages. There are also a couple extra rules you have to play by:

First, You may not use the "code" method for obtaining the Double Ships. If you need the Double Ships to beat all 8 stages, you'll just have to get them the hard way.

Second, you are limited to only one—you heard right—one Continue.

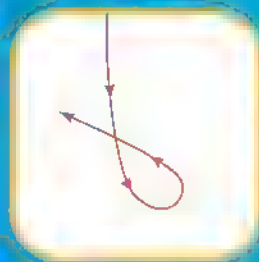
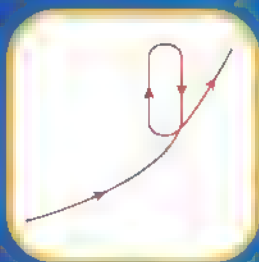
Once you pull off this spectacular feat, you'll need to know exactly how to choose Devil Kazuya. If you've fulfilled the requirements in Galaga, simply start the Arcade mode, highlight Kazuya, and select him by pressing the Start button. He can't be chosen in 2-Player VS mode. Only one human player can choose him at a time, so you and a friend can play Devil Kazuya versus Devil Kazuya.



GALAGA STAGES

The following illustrations show the flight patterns for the enemy ships for each stage of Galaga. With these and a little practice, you should be playing as Devil Kazuya in no time.

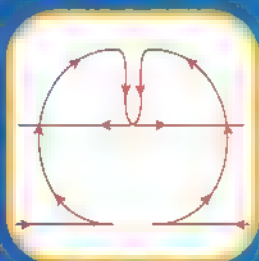
STAGE ONE



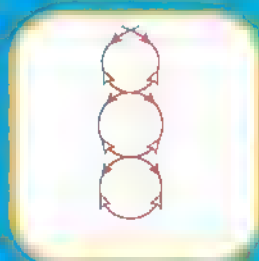
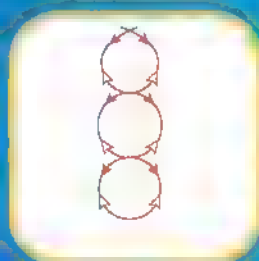
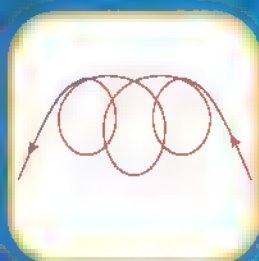
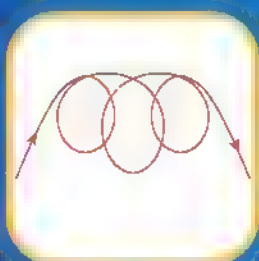
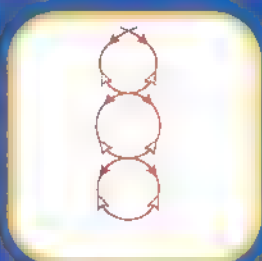
STAGE TWO



STAGE THREE



STAGE FOUR



STAGE FIVE



STAGE SIX



STAGE SEVEN



STAGE EIGHT



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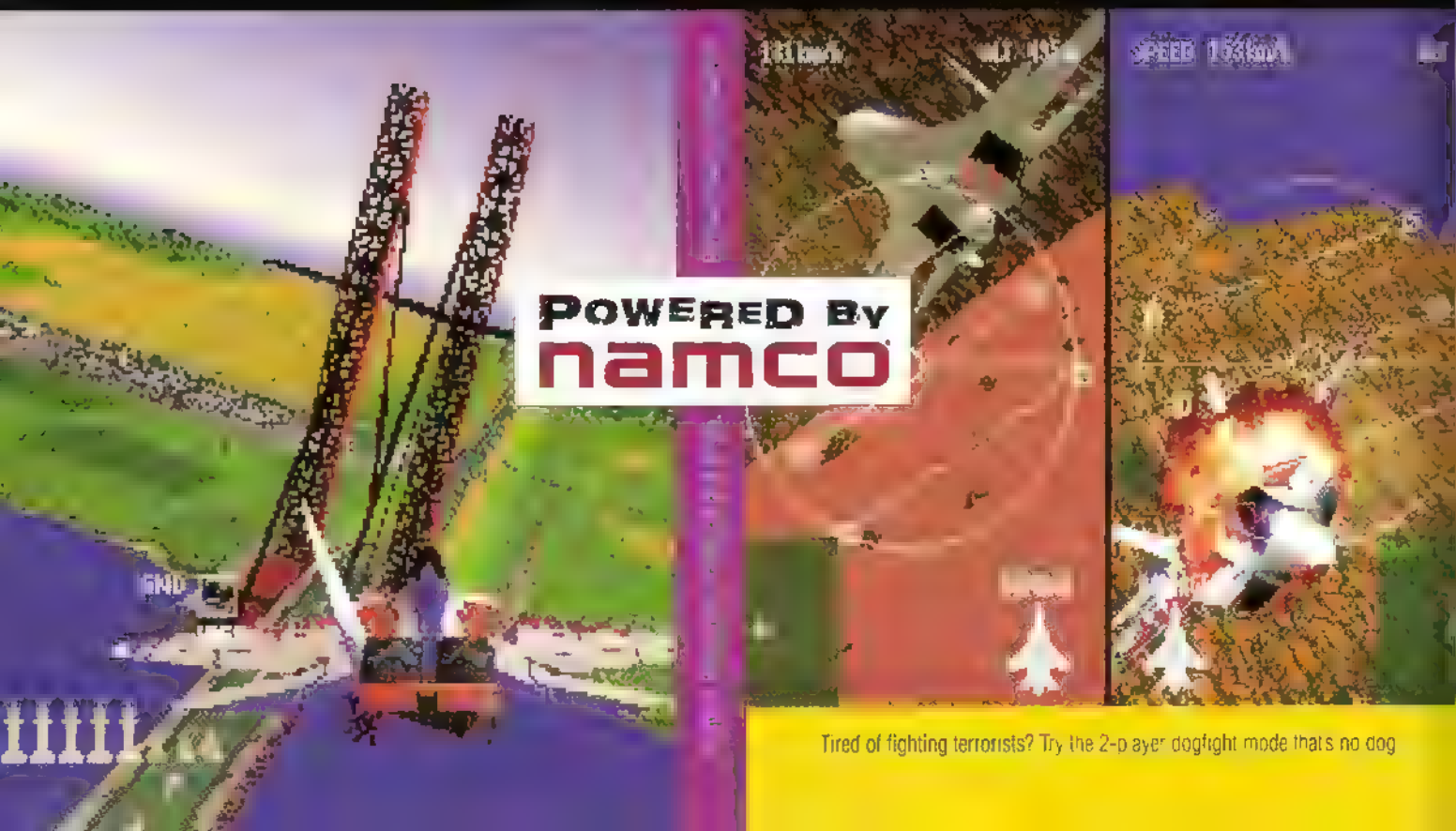


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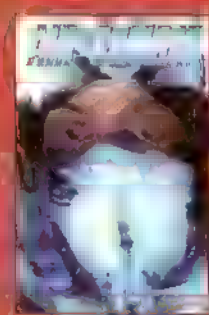
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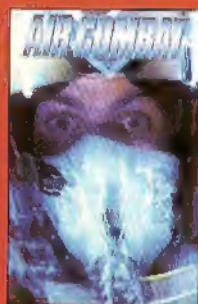


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